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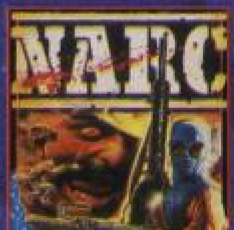
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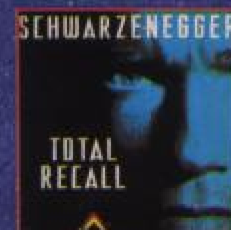


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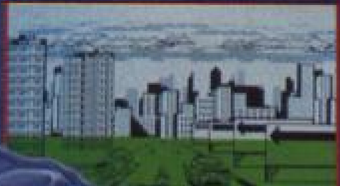
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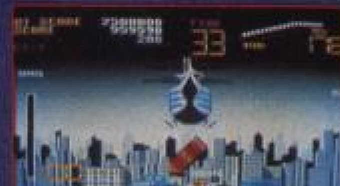




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REVIEWS

KICK OFF 2

A NEW DI
SOCCER SM





- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

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- **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
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- **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
- **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
- **Facility to load Player Manager teams and tactics for a single or league game.**
- **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
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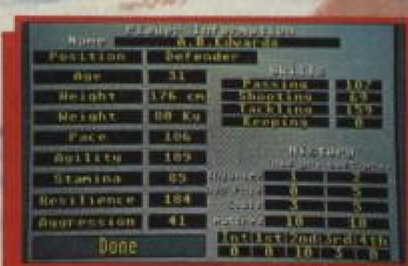
The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

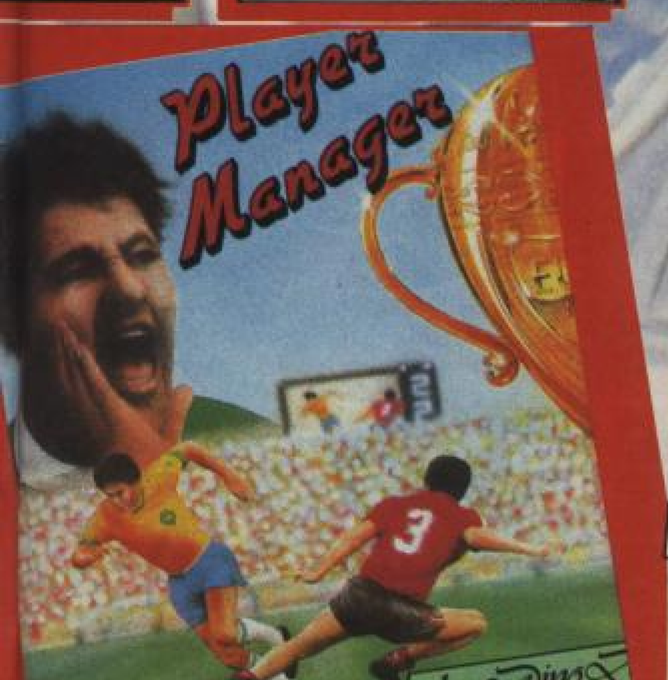
ST. ACTION - A stroke of pure genius.
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NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. 94%
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AMIGA FORMAT - Enthralling and addictive. 93%
ZZAP - Best football management game ever written. 92%

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TURRICAN 2: THE FINAL FIGHT

C64

● **Rainbow Arts, C64 £9.99 cassette; £14.99 disk**

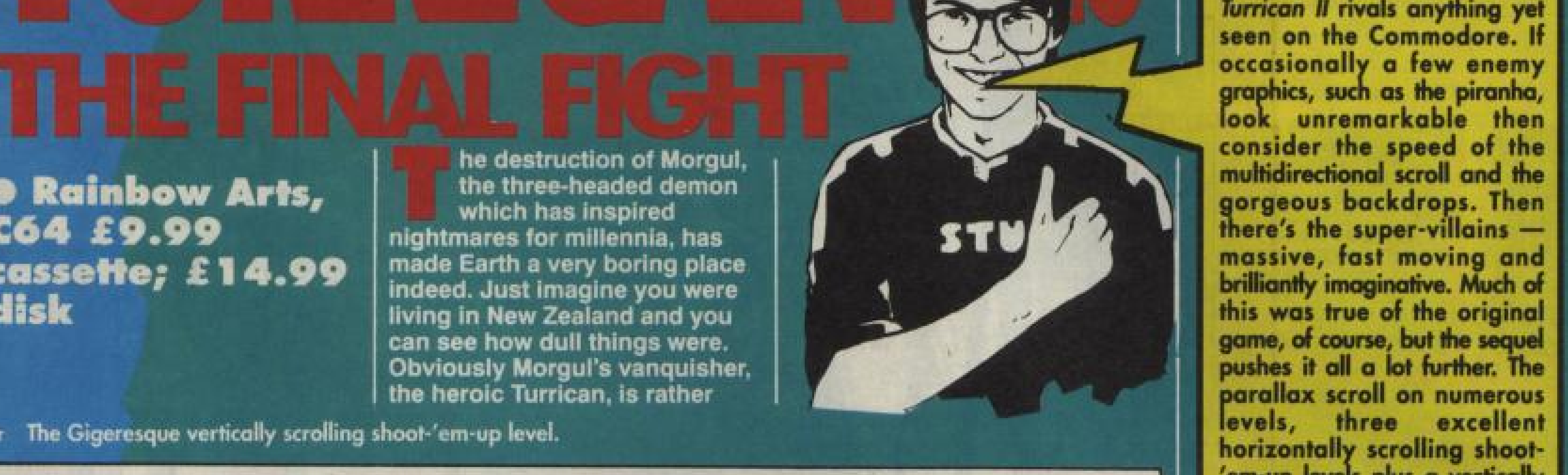
The destruction of Morgul, the three-headed demon which has inspired nightmares for millennia, has made Earth a very boring place indeed. Just imagine you were living in New Zealand and you can see how dull things were. Obviously Morgul's vanquisher, the heroic Turrican, is rather



This game is the sort of program you'd expect to hear about appearing on some exotic, super expensive Japanese console. 1500 screens, twelve levels and five completely different worlds on the C64 would normally suggest microscopic graphics such as in *Loderunner*, but *Turrican II* rivals anything yet seen on the Commodore. If occasionally a few enemy graphics, such as the piranha, look unremarkable then consider the speed of the multidirectional scroll and the gorgeous backdrops. Then there's the super-villains — massive, fast moving and brilliantly imaginative. Much of this was true of the original game, of course, but the sequel pushes it all a lot further. The parallax scroll on numerous levels, three excellent horizontally scrolling shoot-'em-up levels plus a vertically scrolling shoot-'em-up all in one game simply boggles the mind. It's unparalleled technically, but married to artistic genius. The rich texture of rock formations and suchlike are a world away from all those bland, compromised coin-op conversions. The walkers are terrific too, they look like Amiga characters and it's hilarious when they get squashed and go running off, squealing!

Of course the basic game is very much a sequel of the original, but numerous new elements and improved graphics (yes, it is possible) make it a worthy Gold Medal. Quite simply, what other game apart from the original bears any comparison in scale, imagination and ambition? The campaign for a *Turrican III* starts here!

★ The Gigeresque vertically scrolling shoot-'em-up level.



stuck for something to do. Endlessly appearing on talk shows is beginning to threaten his sanity, and he longs for the days when battleship-size piranhas were snapping at his heels. Fortunately, at the moment when Terry is about to fondle his knee for the hundredth time, news comes of an enemy who makes Morgul look like an irate traffic warden.

According to a crackly broadcast picked up by NASA, the planet Landorin is under threat from the merciless legions of The Machine. Many light years away, the Landorins have sent this special transmission as a final, desperate plea for help. A long and bloody war has destroyed the Machine's moon-sized war machine, but the surface of the planet remains under the Machine's control. The Landorins have taken shelter in the core of their planet and can only pray as the Machine's army of mutants and robots search for an entrance. Time is running out fast...

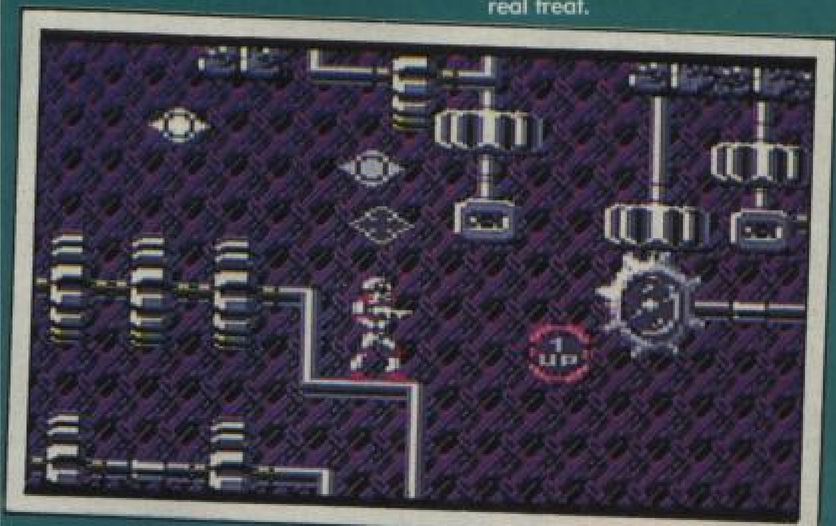
Turrican knows this will be his greatest challenge yet, but the grateful people of Earth are quick to offer support. The brilliant scientists who constructed his famous powersuit offer to improve it, packing in even more weaponry. The laser gun has been uprated so the long beam weapon, activated by holding down fire, is even better when swung in those lethal 360-degree arcs. Grenades have been eliminated; in their place an even more devastating smart bomb has been fitted. Pressing fire and down fills the screen with lethal shrapnel as Turrican whirls about in gyroscope form. Normal smart bombs are still activated by simply pressing 'space', while gyroscopes are unlimited. Pressing space and pulling down transforms Turrican into the fast-moving wheel-like thing useful for getting out of tight situations. For offensive capability, unlimited mines can be dropped by pressing fire while in gyro-form.

Turrican's chances can be further improved by collecting capsules dropped by killing certain aliens or banging into special rocks. Extra lives, powersuit energy, smart bombs and weapon upgrades — changing the laser gun so it fires lethal bouncing balls, lengthening the beam weapon and simply making laser bolts bigger. Turrican can also pick up the numerous diamonds which are lying around. If he collects around a hundred, which means virtually every diamond on a world, he gets a continue-play.

To defeat The Machine, Turrican must battle through five distinct worlds. Each world has two levels, apart from two and three which have three levels each. All the levels are multiloads, although new levels within worlds don't take that long to load since they share similar graphics. Most of the levels consist of vast, multi-directionally scrolling mazes packed with masses of aliens. There's simply too many to describe, just all sorts of flying, walking, crawling and swimming villains. On many levels there's *two* huge end-of-



★ Looks nice static, but with all the cogs animated this level is a real treat.



★ Taking on a huge Walker-style superbaddie.



Maybe *Turrican 2* isn't the milestone that *Turrican* was but it's an astonishing piece of software nonetheless, boasting Amiga-style performance crammed into a C64. Manfred has made a true sequel of it with new ideas such as the *Denaris*-style section (complete with gorgeous, superbly detailed parallax scroll) and animated scenes such as building the spaceship (and subsequent crash-landing) and an arcade-style intro sequence. On top of all this, Manfred's managed to not only to retain sections like the vertical jet-pack scenes but he's *improved* on them with another level of parallax scroll, new-style alien attack waves and (get this) even bigger guardians. Manfred's fondness for coin-op style 'big baddies' is perfectly demonstrated here — especially with the three-screen-high monster.

The size of each level is daunting and has the slightly negative factor of making for repetitive play if you get lost but for *Turrican* fans and mappers alike this has instant and ongoing appeal. This 'bigger and better' feel is evident throughout with new features like the wind blowing you around, the mega-Super Smart Bomb, the ground falling away beneath you and background graphics like the cogs suddenly coming to life. Space would quickly run out if I tried to list half the new stuff in it. As well, you have enhancements of existing features — new-style lasers, lightning bolt, little has been left as it was in the first game except for *Turrican* himself.

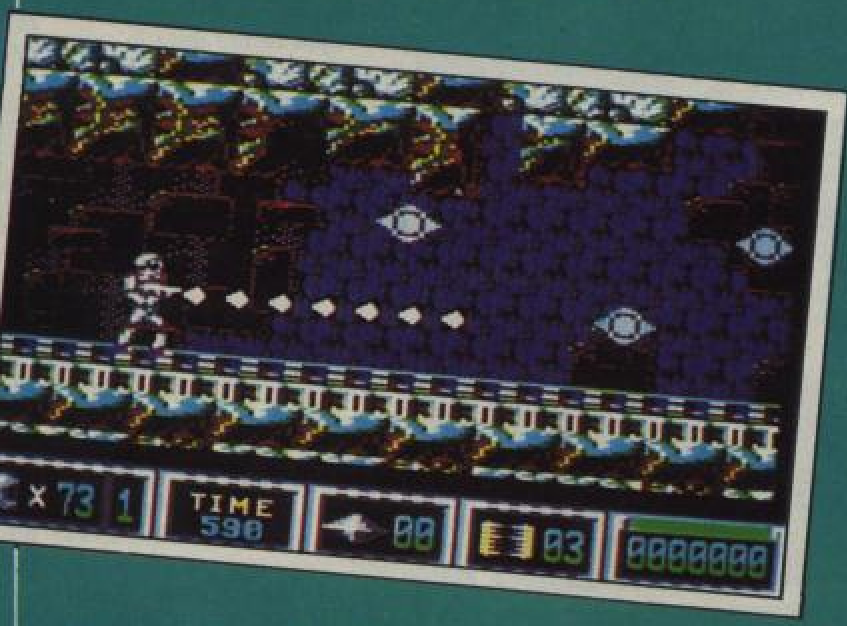
The level of detail is simply incredible and applies right down to the smallest of creatures: the fish falling down the waterfall to land in the water and swim around, the walkers scampering around, even the tiniest of gun installations does its own thing, all performing in their own unique way. Oozing polish, technical brilliance, Manfred does it again with possibly *the* game for 1991 (and it's only January!).



★ Turrican wisely uses his supersmart-bomb against this huge, laser-firing baddie.

level creatures to face.
The first level starts on the surface of Landorin, complete with a powerful wind which blows leaves, walkers and Turrican across the screen! As Turrican penetrates deeper into the planet there's dozens of waterfalls (which make leaping upwards difficult) and more tricky winds. At the end of World Two, Turrican gets in his spaceship for the next three, horizontally scrolling shoot-'em-up levels. The first of these has a great parallax scroll, the second allows some vertical scrolling while the last features an ever increasing scroll speed! The next world sees the spaceship crash, and Turrican gets out to take on masses of whirring cogs. The final world is a spooky, somewhat gory Giger-style level, with all sorts of *Alien*-like creatures to beat, including the facehuggers. There's also a vertically scrolling shoot-'em-up level much like the one in the original, only better!

★ Turrican's long beam weapon can be swung in 360° arcs.



★ The horizontally scrolling shoot-'em-up section features some gorgeous parallax.



The original *Turrican* was truly amazing, and unlike most sequels *Turrican II* is alot better! Somehow, Manfred Trenz has managed to improve on the seemingly unsurpassable. Some of the huge, several-screens-high (I'm not kidding) baddies are even bigger than any yet seen on the Amiga! And they're smoothly animated and incredibly fast too! I especially like the massive bat-like creature which tries to reach out and grab you with its claws — and when it can't get you it starts smashing against the wall in anger!

But it's not just the large showpiece graphics that impress: as well as being superbly detailed, the backdrops aren't just decorative but an intrinsic part of the gameplay with blocks of stone crumbling beneath your feet, rotating cogs to crush you, various obstructions to blast a hole through, and the brilliant wind effect with leaves blowing around realistically.

The slickness of the whole game is just like the very best of coin-ops but free from the constraints of a conversion. Manfred has let his imagination run riot with an incredible variety of aliens throughout twelve massive levels. There's everything an arcade fanatic could possibly want — exploration, platform leaping, strategic use of weapons, horizontally and vertically scrolling blasting action — all rolled into one game.

I must disagree with Robin: I think *Turrican II* is as much of a milestone as its predecessor. A truly remarkable programming achievement and a great game to play — it's like having an original coin-op in your bedroom!



Amiga update
Expect an Amiga review in our very next issue.

PRESENTATION 91%
Great intro and 'game complete' sequences. Multiload for each level, but considering level size this is fine. Getting a continue-play is tough.

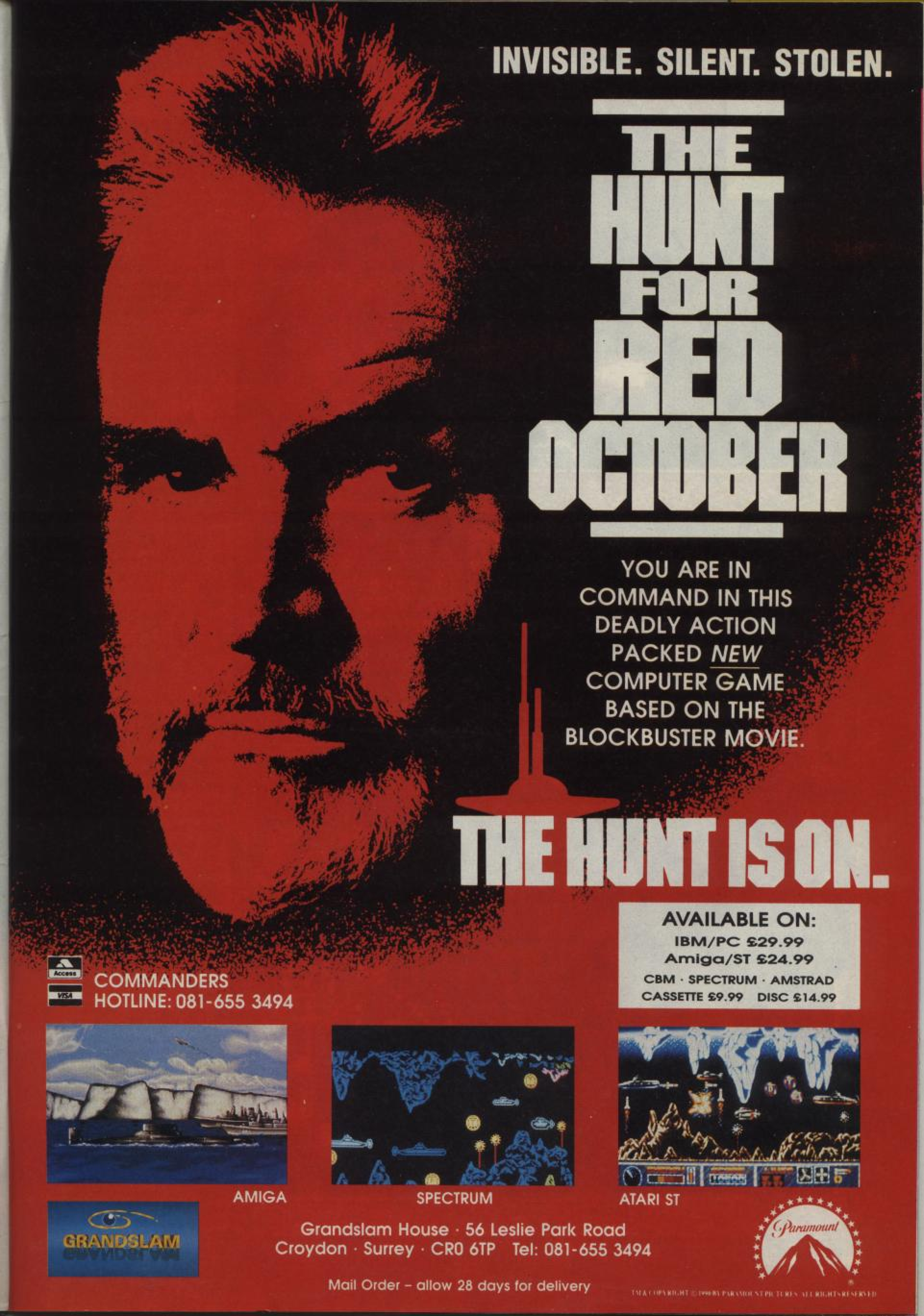
GRAPHICS 96%
Five distinct graphic styles, numerous aliens and monstrous super-baddies are all rendered with superb artistry. Beyond comparison for sheer variety and imagination.

SOUND 83%
Impressive intro soundtrack, good in-game FX and music for shoot-'em-up stages.

HOOKABILITY 96%
Instantly playable and compulsively addictive...

LASTABILITY 97%
...but this massive game is a lot tougher than the original! Variety of graphics and gameplay will keep you playing forever.

OVERALL 96%
In a class of its own!



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★ No, it's actually a bomb which the huge dragon's dropping!

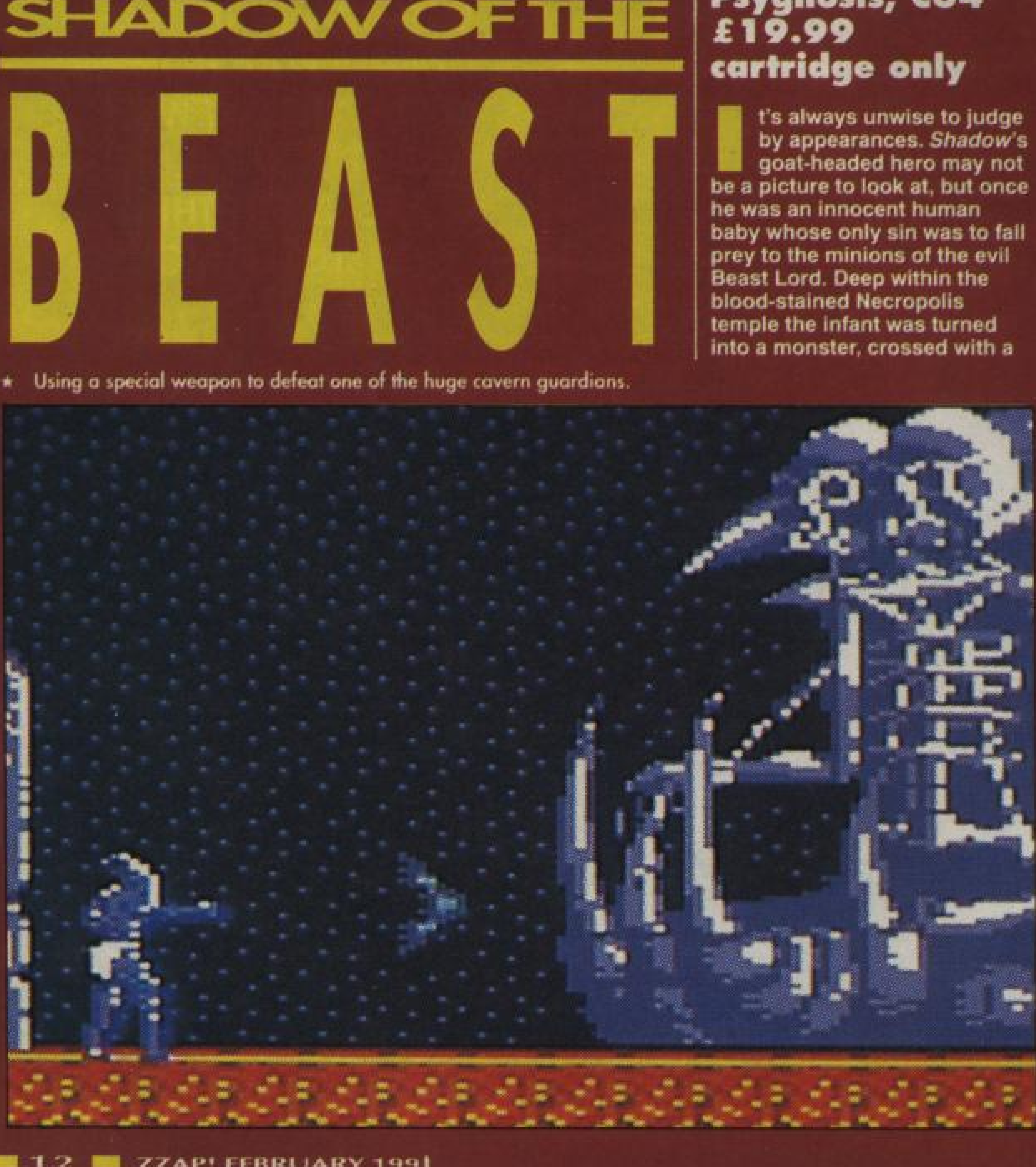
SHADOW OF THE BEAST

Psygnosis, C64
£19.99
cartridge only

It's always unwise to judge by appearances. *Shadow*'s goat-headed hero may not be a picture to look at, but once he was an innocent human baby whose only sin was to fall prey to the minions of the evil Beast Lord. Deep within the blood-stained Necropolis temple the infant was turned into a monster, crossed with a goat to produce the perfect warrior-messenger. For many years this tortured being has served the Beast Lord with his human past forgotten. Only now has the delusion been torn away, by the brutal murder of his parents on the temple's sacrificial stone...

Your quest is simply vengeance. Using the superhuman powers the Beast Lord's mages have endowed you with, you must take on an

★ Using a special weapon to defeat one of the huge cavern guardians.





Shadow Of The Beast plays amazingly well on the C64. There's more loading than on the Amiga, usually accompanied by a paragraph of atmospheric text, but since it takes only about a second the flow of the game isn't interrupted. On the Amiga if you accidentally went backward, triggering a load, it was teeth-grinding time waiting for the disk — with the C64 it's hardly noticeable. This makes for a really fast-playing arcade adventure. There's not much thought required, just map out the admittedly vast sections, flick a couple of switches and grab a few objects, but the sheer variety of enemy creatures is stunning. Everything from a lethal slug to gigantic, bomb-dropping dragon are waiting to snatch away your lives. There's just so many creatures, all with their own attack patterns, which make it so addictive. DMA Designs have used their *Blood Money* routines to good effect, with the Amiga's showpiece stuff — big animated hands, impaling tusks and spinning skulls — being effortlessly recreated on the C64. It's a pity the backgrounds are so plain underground, but generally this is top-notch for graphics. Equally importantly, the rich Amiga soundtrack by David Whittaker has been turned into a gorgeous C64 classic.

Beast may not have much in the way of original ideas, but playability is high and it's good how you can soon progress quite a way due to a large number of lives. Then once you've explored a bit, you can start figuring out the attack patterns so less and less lives are lost every time you play. All in all, a first-class conversion which improves over the original in some ways, playing really well with superlative presentation.



★ Ducking to avoid firebolts, the hero hits the crystal ball to gain a powerful weapon.

army of monstrous beings in your quest to destroy this reign of evil. An epic adventure begins on those famous grassy plains where masses of parallax scroll inspired so many Amiga purchases. The C64 is very close to the 16-bit original and immediately presents you with a choice. To the right you'll find the entrance to Necropolis, but there's plenty of monsters to defeat before you can get there: a flying dragon which drops bombs, numerous alien formations, rockets and granite-encased creatures. Alternatively you might like to sprint left where a tree trunk encloses the entrance to a massive underground complex.

To begin with, our hairy hero is armed only with his fists, but later on there's a jetpack, a laser gun and an electrical bolt which must be used on the correct monster. You need to be adept with these as a single hit costs one life. Death brings a brief moment of invulnerability — if you've got some lives left to lose. Also, if you fall on spikes all your lives are lost. The 25 lives you start with can be quickly lost, but there are strength potions to restore some or all of your lives.



Far from being a shadow of the original, this ambitious conversion actually manages to outshine it. For a start, the graphics are excellent with an incredible eleven levels of parallax above ground. There's tremendous variety in the nasties too, and their attack patterns. The no-nonsense beat-'em-up action is almost identical to the Amiga but benefits from a seemingly faster game pace. It's also slightly easier to play (a good thing — the original was initially very frustrating) with 25 lives instead of the previous 12. However, a huge challenge is provided by the sheer size of the game, only made feasible by the cartridge format which avoids any multiload hassle — just the odd informative interlevel text screen, before instantaneously loading the next section. There's also a good rendition of the Amiga's moody soundtrack, changing for certain sections. It seemed a bit ambitious to most, but C64 *Shadow* has turned out extremely well with even more polish and playability than the original.

PRESENTATION 83%
Classic scrolling intro, choice of soundtrack or FX, plenty of loading with text messages — but instantaneous loading makes it really fast, better than the Amiga!

GRAPHICS 89%
11 levels of parallax scrolling above ground. Below ground is a little disappointing but the huge variety of creatures is amazing.

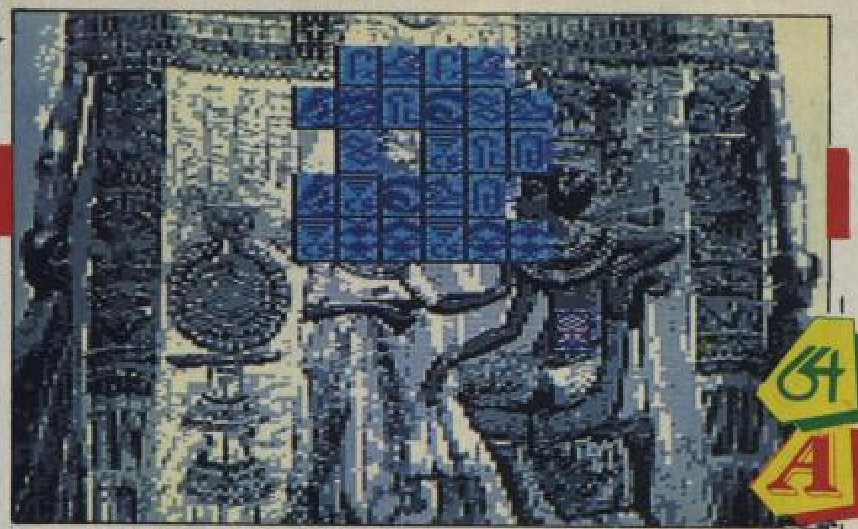
SOUND 90%
Gorgeous, moody soundtrack.

HOOKABILITY 87%
25 lives give you the chance to explore quite a way, even though it is tough right from the start.

LASTABILITY 86%
A big challenge, tough and imaginative.

OVERALL 86%

A brilliant conversion.



• Rainbow Arts, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

THE CURSE OF RA

Curses! You've been turned into a scarabaeus and thrown into a system of plan-view, single-screen puzzles. These must be cleared of patterned stones by aligning matching pairs, either vertically or horizontally, to make them disappear. Stones are shifted by standing on them, holding down fire and moving. You can't move around the screen unless you're standing on something solid, so when you eliminate two stones you must have another adjacent stone to walk onto!

To complicate matters, some levels contain immovable stones, slippery ice blocks and disappearing squares. On every level, though, you'll need to get back to your movable ankh stone to finish — giving you a password for the next level.

Options include the basic Logic game, an Arcade game with a time limit and coins to buy useful magical items in the interlevel shop, and a Level Editor allowing you to create up to 30 new puzzles.



I'm not a great fan of puzzle games generally — after which I usually say this one is different. Unfortunately *Ra* is no *Puznik*; merely a very long-winded and dull puzzle game. The main tricky bit is that some tiles don't move, which can be awkward, but finding out which ones are fixed is simply trial and error. As you progress, more and more tiles are thrown in which makes it all very tedious, burying nice ideas like slippery tiles in the boredom. C64 owners have the added fun of deciphering blurred and confusing graphics.



Arrrgghhh! I've got a migraine after squinting at all those tiny, subtly patterned squares. The C64 graphics are particularly hard on the eyes — especially confusing with the digitised backgrounds turned on. Contrarily, gameplay is extremely dull: moving squares around is more laborious than puzzling and the arcade game's time limit simply makes the process more frustrating. You'll curse if you buy this!

C64

PRESENTATION 80%
Good options, password system, puzzle designer.

GRAPHICS 24%
Subtle stone patterns are hard to distinguish.

SOUND 78%
Good title and in-game tunes.

HOOKABILITY 32%
Early levels are dull.

LASTABILITY 39%
Unentertaining and repetitive.

OVERALL 36%

A laborious puzzle game.

amiga

PRESENTATION 76%
Passwords, useful options including puzzle designer.

GRAPHICS 52%
Clearer than C64 but still dull.

SOUND 70%
Some gentle, well-implemented tunes.

HOOKABILITY 38%
Simple to get into, probably too simple!

LASTABILITY 44%
Plenty of levels; pity they're all dull.

OVERALL 42%

Ra-ther poor puzzle game.



12K OF GAMEPLAY MEMORY

hardened games player very hot under the collar.

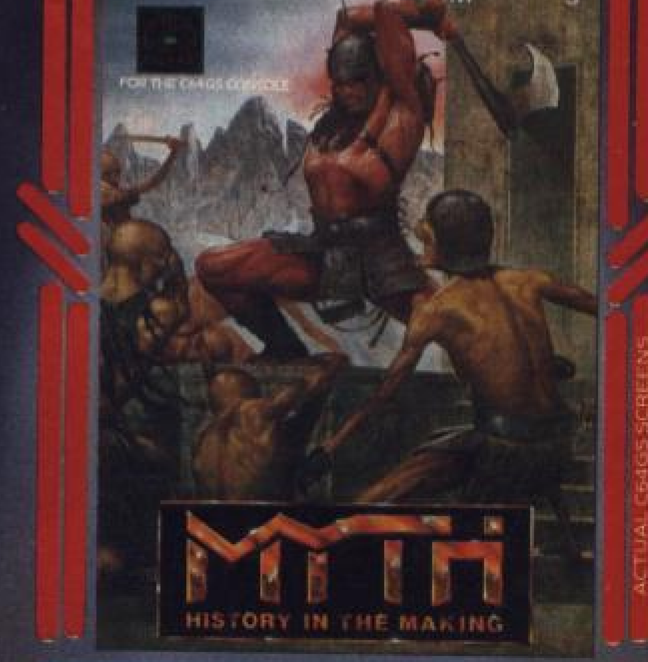
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S Y S T E M 3



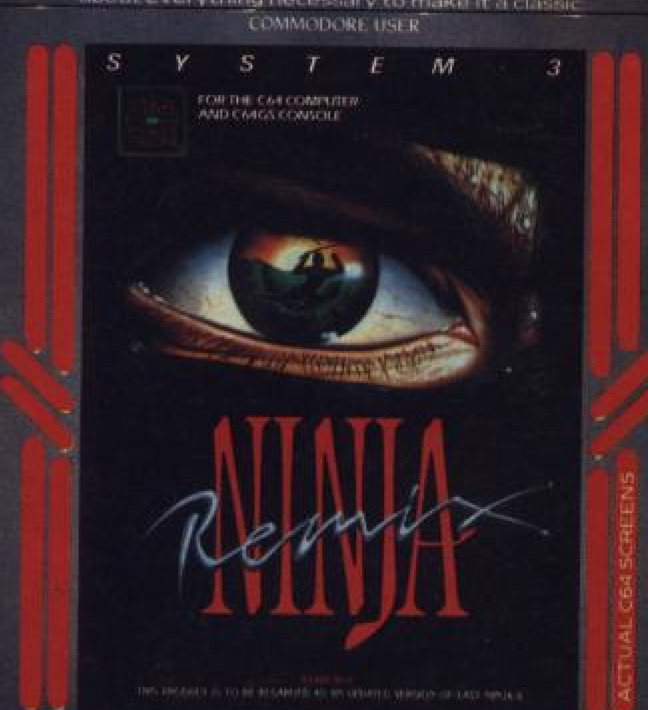


You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.
Myths are no longer a theory, myth is reality.
Myth is HISTORY IN THE MAKING ...

T H E P R E S S S A Y

This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.
ACE

I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.
COMMODORE USER

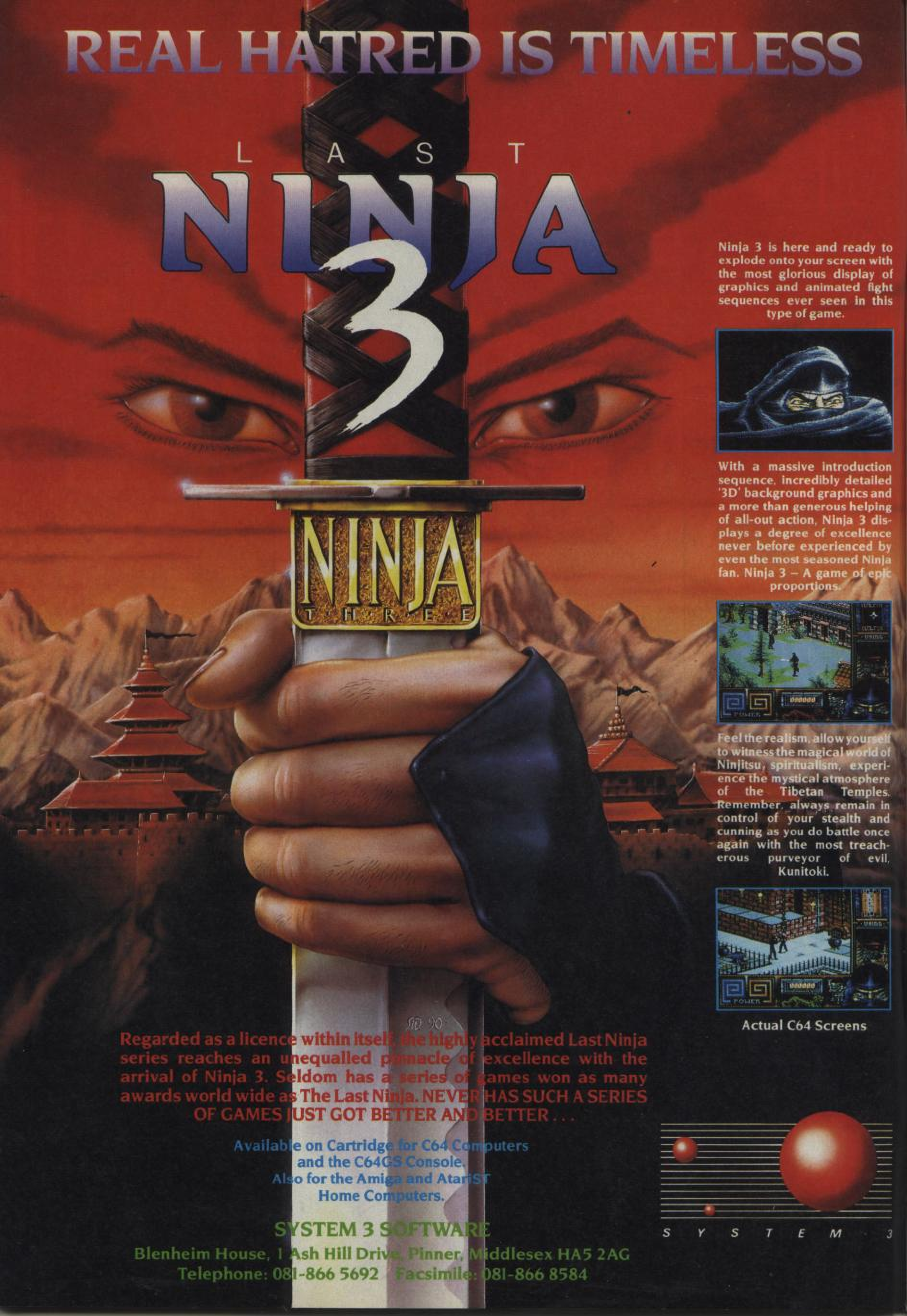




NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS, it has the following enchancements:-
Remixed music on all seven levels.
Exciting 'film-like' animated introduction sequence.
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REAL HATRED IS TIMELESS
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Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.
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Regarded as a licence within itself the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .
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SYSTEM 3

NIGHT SHIFT

C64

• US Gold, C64 £9.99 cassette, £14.99 disk

Industrial Might and Logic have the licence to produce the entire range of Lucasfilm toys, and demand is so high the production line has to be kept running overnight. Unfortunately IML are too tightfisted to pay for more than one worker to oversee the machines. Fred or Fiona Fixit is the unlucky person who takes the job.

The automated production line is called the Beast, and it sprawls over approximately eight vertically scrolling screens. Plastic sludge is piped into a glass jar at the top, which must be kept at just the right temperature. Kick in the plug, tighten a loose bolt then light the Bunsen burner under the flask to get things going. A switch allows you to vary the flame until the plastic is bubbling away. If the temperature is correct, lumps of plastic are passed down the line by conveyor belts (of which there are lots, all of which have to be moving in the right direction!). First stop is the moulding process where the two halves of the doll are punched out. On later levels these need to be painted. There's a tank to mix the colours, plus paint sprays and drying fans.

One of the most important stages is the assembly of the two toy halves — it's all too easy to get the body on top of the head, or different figures mixed together. Eventually you'll need to master quality control, moulding, packing and much more.

Further harassment is caused by Larry Lawyer who chases you about, trying to hit you over the head with a lawsuit. Cliff Lemming is another nuisance, getting under your feet and flicking switches. To deal with him use a vacuum cleaner (to suck him up) or a venus flytrap (to eat him!). These items are in your toolbox along with a wrench, match, balloon (to go up the Beast faster) and umbrella (to go down faster). You can use each item only once, so keep an eye out for replacements, bonus points and bonus money. But don't dawdle — unless you meet your production quota you're fired!

★ The paint vat where colours can be mixed.





Night Shift crosses hectic platforms-and-ladders action with a worryingly realistic production line. Level one is fairly simple, but later levels introduce more and more stuff to watch over. The more you play, the better the graphics get with some subtle shading and plenty of animated little details. They compare well to the Amiga, although the smaller screen makes it a little tougher spotting problems. On the other hand the multiload is a lot smarter with the ability to restart the current level without a load.

As one of the most innovative games in a long while *Night Shift* deserves to do well. The 'Star Wars' toys have their own unique appeal and although it can be a bit frustrating at times, with so much to do, when you do succeed there's a superb feeling of satisfaction. Heartily recommended for anyone who likes a bit of mental challenge along with the arcade action.



What a good conversion this is, with all of the Amiga game's features — including the humourous presentation screens. Graphics are attractive and detailed, though (as with the Amiga) it's difficult at first to see which bits of scenery you can jump onto. Sound is a bit sparse in-game, but the limited FX are all vital — warning you when something is going wrong. Gameplay is essentially the same as in the original. Fiddling with the various bits of the production line is a fascinating pastime and meeting tough quotas is an enjoyable challenge, with ever more equipment to play with on subsequent levels. Great fun.

★ Fred stands above the packing section. The bike above is pedalled to generate power.



PRESENTATION 90%
Four or five levels per load, statistics load after failing a level can be bypassed by pressing F7 to restart level. Two animated reward scenes (four on disk), high score table and neat intro. Password system allows you to return to any screen.

GRAPHICS 85%
Confusing initially, but the more you play the clearer they become with some nice, subtle details.

SOUND 69%
Cute intro soundtrack, in-game FX provide crucial info on how things are working.

HOOKABILITY 83%
It takes a while to get used to the novel ideas, but appealing graphics and toymaking provide a hook to keep you going...

LASTABILITY 92%
...while later levels develop the Beast into something even more monstrous — and fun. 30 levels provide a massive and varied challenge.

OVERALL 89%

Toymaking at its best.

● **Domark, C64 £19.99 cartridge**



VINDICATORS

The Imperial Tangent Empire has been up to no good yet again, 18 months after the 63% Amiga version the C64 resistance gets to flex its military muscle. Two SR-88 Strategic Battle Tanks are sent in with the objective of total destruction of each of the 14 Tangent space stations. The tanks cut a swathe through the multiple levels of each station, blasting tanks and static guns, collecting stars (for buying bonus hardware at the end of each level) and all the while searching for the key to the next level. Reach the final level of a station and the tanks have to collect as much bonus hardware as possible within the 20 seconds before the station self-destructs.



Seeing how old the game ideas are behind *Vindicators*, one wonders why anyone bothered to convert it. And at cartridge prices you at least expect top-notch presentation rather than the basic stuff on offer here. In-game, the variety in colours and backdrop patterns is all very well, but isn't matched by any kind of gameplay variety. After blowing up your hundredth tank and seventieth gun emplacement, excitement seems very far away. So despite looking good in places, with a cute main sprite and smooth multi-way scrolling, this tired concept fails to grip. A good conversion from Domark but sadly, not worth the wait.



Coin-op *Vindicators* boasted stunning sound FX, a weird control system and was quite fun for a couple of goes. But the C64 version, while adequately programmed with some attractive backdrops and sprites, can't match this coin-op glitz and must rely on gameplay which was never that addictive anyway. Trundling though countless overhead-view screens soon gets incredibly boring and while the simultaneous two-player mode is welcome, it can't save a game which feels so ancient.

PRESENTATION 65%
Good start-up screens but let down by mediocre options screens. Three skill levels and warp station screen.

GRAPHICS 60%
Varied pattern backdrops with some above-average tank graphics but severely lacking on the variety front.

SOUND 30%
Dull title tune with decidedly dated in-game FX to match.

HOOKABILITY 51%
Simple blasting fun proves easy enough to get into, but there's nothing new about it to keep you hooked.

LASTABILITY 31%
Very dated, repetitive gameplay doesn't get any more sophisticated on the later levels.

OVERALL 35%

Overpriced, lacking variety, depth and challenge.

Domark, C64 £19.99 cartridge only

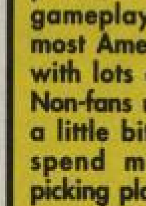
CYBERBALL

American football has grown so violent that by 2022 only huge robots can play it! As in present-day gridiron, the offence try to advance the ball up the field with the eventual aim of scoring a touchdown. However, instead of having four chances to advance ten yards they have to reach the 'defuse line' before the ball explodes! The offence can choose to run, pass or use an option play (a mixture) — in any case four options are presented. Similarly the defence gets to choose from a variety of short, medium, and long defences.

On all plays, the quarterback first gets the ball before handing or passing it to a colleague to whom control switches. When passing, the quarterback has a choice of three targets to throw to. Field goals are not allowed, instead you must either run or pass the ball into the endzone from a goal-line position.



Cyberball is surprisingly easy to get into with attractive graphics and excellent status/play select screens. Plays last mere seconds but gameplay is as rewarding as any other American Football program, a 200-yard running play for a touchdown is always terrific. Good to see the many plays implemented as well, pity there isn't a player vs player option though and what happened to the Turbo Boost feature? Otherwise, playable American Football fun well worth a look.



Eight months after the 72% Amiga version we have the C64 game, looking very nice with attractive sprites, slick scrolling and good presentation screens. Actual gameplay should appeal to most American football fans, with lots of plays to master. Non-fans might find the game a little bitty — you seem to spend most of your time picking plays which take mere seconds to collapse into failure. Successful plays make it worthwhile though, and with practise you can improve — especially on the tricking passing throws. This is a top-notch conversion, even if little advantage is taken of the cart.

PRESENTATION 82%
Simultaneous two-player mode (both on the same team), attractive play diagram screens and choice of six teams to control and play against.

GRAPHICS 78%
Smooth scrolling and attractive sprites which move quite well.

SOUND 77%
Nice title tune, in-game there's basic spot FX.

HOOKABILITY 79%
Surprisingly easy to get into, at least if you concentrate on running rather than tricky throws.

LASTABILITY 75%
Each game will take about twenty minutes, and defeating all the opposing teams is a fair challenge.

OVERALL 78%

A superslick conversion.



● US Gold, C64
£10.99 cassette,
£15.99 disk;
Amiga £24.99

A
C64



★ Fierce enemy opposition with masses of bullets can make for a confusing time. (Amiga)

UN SQUADRON

No limits... No mercy... No surrender... No plot! Well, not much of one. The basic idea is that the Middle East is torn apart by civil war caused in part by mercenary arms dealers such as America, France, Britain and, oops, my mistake! It's really Project Four, a mysterious collection of terrorists who can somehow lay their hands on the world's most sophisticated weapons.

To bring peace and stability to the region, the United Nations has assembled a squadron consisting of just three pilots! Namely Mickey Simon (USA), Greg Gates (Denmark (?!)) and finally Shin Kazama (Japan). They each have their own aircraft with unique characteristics.

At the start of the game you choose your pilot (two for simultaneous two-player action) and take off. Next stop is the munitions store. However, the store manager isn't your typical military man, he wants money! You don't think... no, he couldn't be a Project Four arms dealer!?

The pilots start off with a UN grant of $3000 each, but for later levels money must be earned by destroying enemy hardware. Money can be spent at the store at the end of each level. Hardware on offer includes superweapons such as 16-way shot, downward firing guns (useful for ground attack), napalm, bombs, homing missiles and so on. In the game they can be upgraded by collecting glowing spheres dropped by certain destroyed enemy vehicles. Superweapons are handy for taking on the superbaddies which lie at the level's end: the opening scene finishes with a gigantic missile launcher, level two is purely air-to-air with plenty of Russian bombers before the confrontation with a Stealth bomber, level three has a high-tech castle while level four features an aircraft carrier on caterpillar tracks! There are ten levels in all.



No, I've had enough of these mediocre conversions. *UN Squadron* is another example of nice graphics, naff gameplay. It looks good enough on the C64 with most of the coin-op's presentation (though the 'level complete' screen isn't there) and the graphic variety is commendable with neat jet animation. The small sprite scale makes for a large playing area but you'll be bored silly by the lack of game pace: you just aren't pushed and I quickly tired of it. Amiga *Squadron* is a different kettle of fish on the difficulty front but ultimately achieves the same result. Everything is thrown at you constantly, no time to relax, sheer numbers wearing you down and all making it a very unfair fight. Two players is highly recommended; without, you've had it. Good coin-op-identical presentation and quality in-game graphics can't help very dated playability.



The Amiga game looks terrific with some great sprites and backgrounds. There's plenty of superweapons and imaginative superbaddies but the gameplay is poor. There's so much junk flying around that the game becomes almost unplayable. Every so often you make a breakthrough, get a little further and think it's not so bad. Then another piece of lethal shrapnel materialises out of nowhere and you never want to play it again. More frustrating than enjoyable, I'm afraid.

The C64 game looks good as well, with some attractive backgrounds and sprites which are all very easy to distinguish, no confusion here! Unfortunately the main part of the game is almost too easy — and somewhat dull. In particular, the floating mines are so slow it's a joke getting past them. By contrast, end-of-level monsters are very tough, simply because they churn out so many bullets and require so many hits to be destroyed. Overall, it's not a bad conversion, just a dull one when there's so many better shoot-'em-ups around.

amiga

PRESENTATION 82%
Typically CAPCOM, cute pictures of pilots, planes and weapons store. Good interlevel screens.

GRAPHICS 67%
Colourful, detailed, imaginative and fast — but too cluttered to be really playable.

SOUND 76%
A decent coin-op soundtrack with spot FX.

HOOKABILITY 62%
Starts off tough and confusing.

LASTABILITY 67%
Ten levels provide a varied and substantial challenge, if you can take the frustratingly confusing graphics.

OVERALL 65%
A pretty, but confusing conversion.

C64

PRESENTATION 80%
Almost as good as the Amiga, with presentation screens included in level loads.

GRAPHICS 78%
Backgrounds are colourful, detailed and attractive while sprites are small, but sharp and clear-cut.

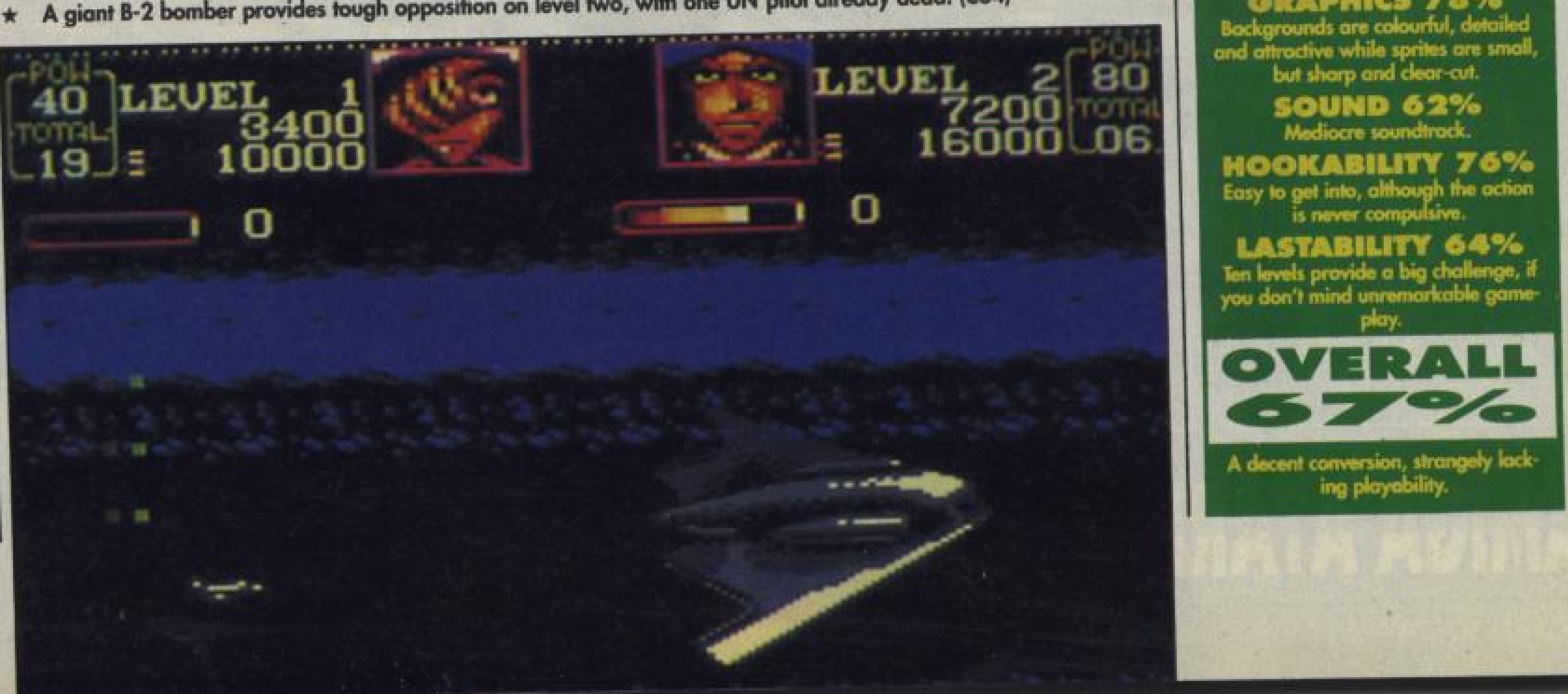
SOUND 62%
Mediocre soundtrack.

HOOKABILITY 76%
Easy to get into, although the action is never compulsive.

LASTABILITY 64%
Ten levels provide a big challenge, if you don't mind unremarkable gameplay.

OVERALL 67%
A decent conversion, strangely lacking playability.

★ A giant B-2 bomber provides tough opposition on level two, with one UN pilot already dead. (C64)



SCORELORD



What a hideous couple of months! Due to police investigations into the attempted murder of our beloved Ed I've been forced to flee into orbit. So no more reviews from me, it's no fun arguing over game marks unless you can personally disembowel anyone who disagrees with you! Still, it's not too bad up here. It's easier to pick up satellite TV from Andromeda where all the programmes are about lunar geology — well it's more interesting than John Major. The postal service is also a lot better than in Ludlow, but if you want a mention write in to this forwarding address, NEWSFIELD, 500 Miles Up Scorelord, ZZAP!, Ludlow, Shropshire, SY8 1JW.

I'd also like to mention Lee M, Mick the Packyman, Mr Bean, and Mr McIntosh of Seer Green Combined School. And to answer Si Wilson's enquiry, washing liquid in cartons tastes like dissected toads in a creamy bleach sauce, ie delicious.

4TH DIMENSION (Hewson)

Cyberdyne Warrior
66.050 Alex Duke, Hemel Hempstead, Herts
60.775 Andrew Layden, East Kilbride, Scotland
49.555 Matt Crook, Darwen, Lancs

Head The Ball
55.700 Matthew 'Mole' Allen, West Ewell, Surrey
55.000 Andrew Layden, East Kilbride, Scotland
53.030 Alex Duke, Hemel Hempstead, Herts

Mission Impossibubble
221.000 Matt Crook, Darwen, Lancs
186.500 Andrew Layden, East Kilbride, Scotland
142.500 Johnny Alpha, Glasgow

Insects In Space
224.490 Rob H, Stalag ZZAP!
89.310 Johnny Alpha, Glasgow
46.590 Marcos Moret, Whetstone, London

APB (Tengen/Domark)
75.890 (Day 18) Len Logg, Warley, W Mids
56.570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

(Amiga)
92.450 (Day 20) Ian 'Stoat' Perryman, Plymouth, Devon
76.540 (Day 17) Steven Packer, Chelmsford, Essex
72.505 (Day 12) Richard Fowler, Biggin Hill, Kent

BARBARIAN II (Palace)
671.006 Greg Macdonald, Glasgow
575.000 Lee Tanner, Basildon, Essex
486.790 (Completed) Simon Philips, Greenfield, Beds

BATMAN: THE MOVIE (Ocean)
1.580.120 Karl Green, Acklam, Cleveland
1.522.590 Paul Corner, Southen-On-Sea, Essex
1.479.500 Paul Berry 'the cool dude', Rochdale

(Amiga)
769.400 Chris (Megablaster), Rijswijk, Holland
624.342 Ian Perryman, Plymouth, Devon
615.570 (Completed) Craig and Jason

BATTLE SQUADRON (Electronic Zoo) (Amiga)
2.645.645 Ian 'Stoat' Perryman, Plymouth, Devon
2.537.550 Jimmy Gustaffsson, Sweden
2.440.600 Lucifer, Deal, Kent

BLOOD MONEY (Psygnosis)
141.900 Matt Crook, Darwen, Lancs
137.650 Simon 'Oik' Blencowe, Banbury, Oxon
127.450 Rob H, Stalag ZZAP!

(Amiga)
351.150 Ian Perryman, Plymouth, Devon
349.880 Chris (Megablaster), Rijswijk, Holland
340.000 (Completed — Again!) C Hall, Houghton-le-Spring, Tyne and Wear

CABAL (Ocean)
231.192 (Completed) Medi, Oldham
208.615 (Completed) Chris Campbell, Nottingham
197.937 Paul (PAL) Hills, Belfast

CASTLE MASTER (Incentive/Domark)
8.367.500 (Completed) Graham Cole, Tadley, Hants
8.201.250 (Completed) Kev 'Magister' Bowley, Barnsley, S Yorks

CRACKDOWN (US Gold)
601.350 Matthew 'Nole' Allen, West Ewell, Surrey

(Amiga)
809.750 Ian Perryman, Plymouth, Devon

E-MOTION (US Gold) (Amiga)
Completed (156.400) Steve Packer, Chelmsford, Essex
Completed (140.250) Rob Sadler, Halesowen, W Mids
Level 37 (127.650) Lucifer, Deal, Kent

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (Domark/Tengen)
(Amiga)
264.400 Ian Perryman, Plymouth, Devon

FLOOD (Electronic Arts) (Amiga)
10.293 Ian Perryman, Plymouth, Devon
5.300 (Level 26) Steve Packer, Chelmsford, Essex

GHOULS 'N' GHOSTS (US Gold)
4.364.900 Nathan Rees, Cyncoed, Cardiff
4.171.800 (Completed) Simon Hudson, Hillingdon, Middx
4.125.100 (Completed) Rab Paul, East Kilbride, Scotland

HARD DRIVIN' (Tengen/Domark) (Amiga)
70.576 (Time — 1.37.99) Andrew Rowley, Billericay, Essex
41.445 (1.49.58) Stu Lindsell, Brentwood, Essex
30.280 (2.08) Rob H, Stalag ZZAP!

INTERNATIONAL 3D TENNIS (Palace)
$105.630 Dave Stewart, Corsham, Wilts

IVANHOE (Ocean) (Amiga)
195.035 Dominic Handy, The Games Machine
63.015 Stuart Wynne, Home For Sick Eds

JUMPING JACK SON (Infogrames) (Amiga)
28.750 Steve Packer, Chelmsford, Essex

KLAX (Tengen/Domark)
1.265.200 Richard Begtley, Haworth, W Yorks
287.130 Johnny Alpha, Glasgow

(Amiga)
2.109.500 Rob Sadler, Halesowen, W Mids
1.190.430 Michael Rowe, Kelsale, Suffolk
1.069.225 Phil King, Stalag ZZAP!

MYTH (System 3)
124.200 Cool Crudgy, East Kilbride, Scotland
82.096 Dominic (the cool) Williams
79.451 Peter Hills, Gravesend, Kent

NINJA SPIRIT (Activision)
249.400 Simon 'Oik' Blencowe, Banbury, Oxon

NINJA WARRIORS (Virgin)
204.880 (Completed) Marcos 'The Muke' Simpson, Northwood, Middx
203.540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester
177.320 Luke Povey, Wandsworth, London

(Amiga)
340.700 (Completed) Julian Smith, Sheffield
210.050 Jimmy Gustafsson, Sweden
181.800 Neil Robinson, Rothwell, W Yorks

OPERATION THUNDERBOLT (Ocean) (Amiga)
4.095.120 (Completed) Alan Mitchell, Radcliffe, Manchester
2.965.712 Jamie Scott Williams, Urmstone, Manchester
2.856.800 (Completed) Casey Gallacher, Reading

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
1.328.000 Steven Delory, Hailsham, E Sussex
799.800 Peter 'Yeager' Andersen, Denmark
452.262 Ian Perryman, Plymouth, Devon

PANG (Ocean) (Amiga)
1.115.600 (level 41) Phil, ZZAP!
1.073.100 (level 45) Stuart, ZZAP!
'I've forgotten what it is, but it's a lot more than anyone else!' Rob H, ZZAP!

PHOBIA (Mirrorsoft)
290.420 (Completed) Cool Crudgy, East Kilbride, Scotland
266.400 (Completed) Peter Hills, Gravesend, Kent
245.750 Gaspart Arnaud, Huldenberg, Belgium

PIPE MANIA (Empire)
2.270.850 (Level 108) Mike '26 Crossovers' Vine, Dagenham, Essex
203.940 (Level 34) Martyn Hicks, Horfield, Bristol
86.070 (Level 22) Thomas Matthews, Eastbourne

(Amiga)
229.650 Jimmy Gustafsson, Sweden
154.300 Rob Sadler, Halesowen, W Mids

POWER DRIFT (Activision)
902.340 P Ano, Douglas, Isle Of Man
892.360 Kev 'Carve 'em up' Charlesworth, Hailsham
884.960 Phil Halliwell, Shotton Colliery, Co Durham

(Amiga)
1.972.382 'Andy's Mum', Seaford, Essex
1.969.393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1.943.628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS (Ocean)
5.000.000 (Completed) Mark 'Bubby' Wylie, Kinlochleven, Argyll
4.108.590 (Completed) David 'Gib' Caulton, Newhall, Staffs
3.706.920 Mark Jennings, Greenford, Middlesex

(Amiga)
4.799.600 Simon Jacobs, Anonyville
3.335.180 Simon Clark, Watford, Herts
2.993.980 Stuart Wynne, Home For Sick Eds

RETROGRADE (Thalamus)
3.185.675 (Completed) Simon Hudson, Hillingdon, Middx
1.724.425 (Completed) Paul (PAL) Hills, Belfast
1.692.975 (Completed) Matt Crook, Darwen, Lancs

RICK DANGEROUS (Firebird)
317.400 (Completed) Chris (Megablaster), Rijswijk, Holland
311.190 Simon Phillips, Greenfield, Beds
257.300 (Completed) Casey Gallacher, Reading

(Amiga)
744.550 (Completed) Casey Gallacher, Reading
564.250 Ian 'Stoat' Perryman, Plymouth, Devon
14.000 Daniel Besser, Bletchley, Bucks

R-TYPE (Electric Dreams) (Amiga)
305.000 (Completed) Lee Ellershaw, Blackpool, Lancs
260.800 Glenn Paterson, Plymouth, Devon
259.900 (Completed) Andrew Rowley, Billericay, Essex

SHADOW WARRIORS (Ocean) (Amiga)

110.611 Sean (Pig) Tagg, Anonyville
13.200 Ian Perryman, Plymouth, Devon

SILKWORM (Virgin)
2.113.000 Stephen Bidgeon, Newall Green, Manchester
1.658.200 Geoff Holgate, Dalton, Australia
1.394.000 David Carson, Sydney, Australia

(Amiga)
2.543.000 Andrew Maunder, Marple, Cheshire
2.041.300 (Completed) Steve 'Rad' Adkins, Munster, W Germany
1.597.700 Si Wilson, Winterton, South Jumberside

STRIDER (Capcom)
23.500 (Completed) John Tyrrell, Drogheda, Eire
11.850 James Jack, Grypskerk, Holland

(Amiga)
1.077.500 Rafe Ball, Acton, London
724.900 (Completed) 'Spike', Shelley, W Yorks
307.000 (Completed) Daniel Purbrick, Bodmin, Cornwall

TURBO OUT RUN (US Gold)
17.460.000 Stuart (F40) Jehan, La Fontaine, Guernsey
16.360.000 Mad Man Mark, Ashton, Manchester
16.340.000 Paul Corner, Southend-On-Sea, Essex

(Amiga)
56.992.513 Sean (Pig) Tagg, Anonyville
48.669.257 Steven Bates, Askett, Bucks
35.754.346 Glenn Paterson, Plymouth, Devon
33.630.273 Ian 'Stoat' Perryman, Plymouth, Devon

TURRICAN (Rainbow Arts)
1.534.170 Richard 'Snowboots' Urban, Chalfont St Giles, Bucks
1.249.740 (Completed) Daniel Scoffings, Wittering, Peterborough
1.239.040 (Completed) K Ashe, Buith Wells, Powys

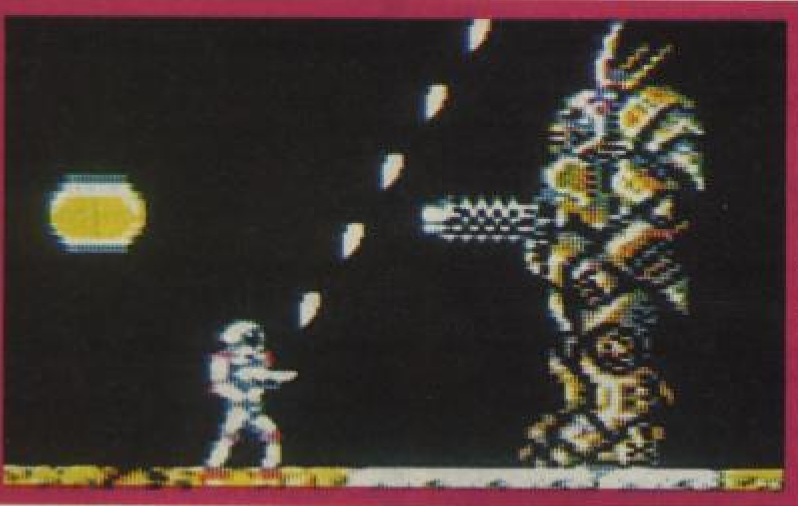
(Amiga)
1.387.050 (Completed) Mark Brew, Wokingham, Berks
1.137.400 (Completed) Gary Maxam, Colchester, Essex
1.117.400 Ian Perryman, Plymouth, Devon

THE UNTOUCHABLES (Ocean)
243.790 Mark Steel, Rotherham
206.310 Marcos 'The Muke' Simpson, Northwood, Middx
205.775 Steve Mundy, Askern, Doncaster

VENDETTA (System 3)
36.47 (Time left) Paul (PAL) Hills, Belfast
36.40 Aled 'Ace' Evans, Newtown, Powys
35.26 David 'Gib' Caulton, Newhall, Staffs

FABULOUS MEGATAPE 14 INSTRUCTIONS!

TURRICAN 2: THE FINAL FIGHT — A FULLY PLAYABLE DEMO



Turrican is this month's superlative Gold Medal and already looking good for *the* game of 1991 according to Robin. Now, thanks to gorgeous Nikki Hemming (we will print pics soon, honest!) and programmer Manfred Trenz you can experience a little of the action for yourself. The first of twelve stunning levels has been turned into a fully playable demo, complete with hundreds of walkers and an awesome mega-monster. After a set amount of time the demo will stop, so don't dawdle!

Your objective is simply to find the exit, no easy task in this hostile territory. Fortunately Turrican is fully tooled up with the latest killing gear. The basic weapon is a laser gun activated by pressing fire, but if you hold down fire you get a lethal beam which can swung in 360° arcs. There's also two smart bombs; the standard one is activated by pressing 'space'. Super smart bombs are unleashed by holding down fire, pressing down and then pressing 'space'. In a tight position you can pull down and press 'space' and transform into a fast-moving gyroscope, press fire in gyro form to drop bombs. You should also watch out for upgrade capsules to give extra lives, energy, smart bombs and improved firepower.

Level one gives a brilliant example of *Turrican 2*'s high playability, but for the full experience with its 1500 screens, horizontally and vertically scrolling shoot-'em-up sections and much more look out for the complete game, due out soon at £9.99 cassette and £14.99 disk.

HEROBOTIX

● (Hewson)

SCENARIO

The Alliance of Space Pilots — an anarchic organization which roams space, ransacking remote colony planets and hijacking travellers — has raided an interplanetary weapons development laboratory, capturing the Z RAY PARTICLE ACCELERATOR which could reduce a whole planet to dust.

Some members of the organization are against this move and have broken away, determined to destroy the deadly machine. Their plan is to send a droid to the ASP's base with the aim of logging onto the main computer thus gaining information concerning the location of the Z RAY. So a class IV droid nicknamed 'Herobot' has boarded the base in the guise of an ASP reconnaissance droid.

CONTROLS

Plug your joystick into port 2.

F1: Operates any switch, turning it either off or on.
F3: Drops the main gun if you are in the "door" screen.
F5: Pauses the game. Depress fire button to restart.
F7: Operates the energy bomb.
<—: Aborts the game during pause mode.

GAMEPLAY

You must collect six parts of a large particle destroyer which can be located throughout the base. You must then make your way to a room with a conspicuously large door barring an exit. Drop the gun and remove the door. This will give you access to a corridor leading to the main computer. Log onto the computer, thus downloading the vital data and make your way back to the docking bay where you will be picked up by an infiltration fighter, allowing you fast escape.

WARNING: You will not be rescued without first completing the mission.

FEATURES

ENERGY BOMB:

When the F7 key is pressed an energy bomb is released, destroying any robot present in the same screen as you. Be warned however, as this is a weapon of last resort and will result in you losing half your total energy. If you have less than half energy, you will destroy yourself by activating an energy bomb.

SWITCHES AND DOORS:

There are many energy doors dotted throughout the complex and each has its corresponding switch located on a nearby screen... usually! By pressing F1 while standing on a switch you will flip the switch thus turning on or off its corresponding door.

CONVEYOR BELTS:

There are a limited number of these features which are similar in appearance to the main computer. You can log onto these by standing on the floor pads and pressing fire. The action will freeze and you are then given a set of options in the side console:
1. Draw a map of the surrounding nine screens.
2. Turn off conveyor belts for a short time.
3. Exit the computer.
The various options are selected by pressing that number on the keyboard — to return to the main menu, press the fire button.

TRANSPORTERS:

There are roughly 20 transporters within the complex, each allowing speedy access to various parts of the base. Each transporter has its own identity code which will be supplied on entry to that transporter. Enter a transporter by standing on its floor pad and pressing fire. You will then be supplied with its current code and also asked for the code of the transporter you wish to transport to. Key in the code using the keyboard and press RETURN to transport. If you do not wish to transport, simply re-enter the present transporter's code and you will effectively be transported to the same room as you are presently in.

ENERGY POINTS:

As all the robots within the complex use energy in plasma form, energy dispensers are found dispersed throughout the base. You too can tap into this energy source and replace your lost energy simply by standing over it.

CANISTERS:

Six of these must be found, as each one contains a vital component of the large gun you need to get past the main security door. As the canisters are picked up (by running over them) the bottom will display the gun being assembled.

HINTS AND TIPS

— you cannot enter the docking bay until you have encountered the main computer. The docking bay is located near the start screen.
— you can destroy droids by bumping into them but you will also lose energy depending on the energy of the droid.
— look out for hidden exits and entrances.

CREDITS

CHIP'S CHALLENGE — A FULLY PLAYABLE DEMO

● (US Gold)

Let's face it, Chip's a bit of a nerd. He thinks of nothing but computers all day long. But then he meets Melinda, who offers him his ultimate desire... membership of the Bit Busters computer club! To gain entry, Chip must solve 144 intriguing levels of puzzle action. In this fully playable demo you can try two of these levels.

Chip must collect the required number of chips within the time limit (both shown in the right-hand status panel). Coloured keys can be picked up to open same-coloured doors. Spiked boots enable you to walk across ice without slipping, a magnet allows you to walk freely over conveyor belts, while water and fire shields allow you to pass safely over water and fire. There are also switches which can open sliding doors, move hazards into safe positions, deactivate fireball-making machines and traps etc. Teleports transport you to another part of the level. Dirt blocks have a variety of uses including pushing them into water to form a bridge and pushing them over deadly bombs to blow them up. Watch out for thieves, though: they'll nick your valuable objects.

When Chip has got all his chips, he can make for the flashing blue exit. If this demo has got your grey matter going, remember the game proper has 144 varied levels — a real challenge, available now for C64 (£10.99 cassette, £15.99 disk) and Amiga (£24.99)

FAULTY FABULOUS MEGATAPE?

If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to *Newsfield, The ZZAP! Megatape Clinic, Ludlow, Shropshire SY8 1JW.*

GOLF MASTER

● (Rack-It)

STARTING PLAY

The menu screen offers you a choice of five options. Use joystick to move the cursor to your choice, then press the fire button.

OPTION 1: Start Game

If you have chosen the training mode (see OPTION 4) you can start playing immediately. If you have chosen the competition mode you will be asked to enter your name. You can move the cursor by moving the joystick left and right. Pick the letter by pressing fire. Choose RUB to delete a letter and after entering your name move the cursor to END and press fire.



OPTION 2: The number of players

In the training mode there can be only one player but in the competition mode there can be up to four players.

OPTION 3: The level of difficulty

Levels:
Amateur: no wind.
Novice: wind doesn't change while the ball is flying.

Professional: wind can change during the flight of the ball and it's effect on the ball is stronger than in novice mode.

When you hit the ball from the rough or a bunker, the direction of the shot can differ slightly from the direction you have chosen. The level of difficulty contributes to this difference.

OPTION 4: Training or competition

In training mode you can choose a new hole whenever you want. In competition mode the holes must be played in correct numerical order.

OPTION 5: Choosing the holes

In training mode you can choose any of the 18 holes. In competition mode you can only choose to play all 18 holes or the first or last nine holes.

PLAYING THE GAME

The screen is divided into two parts. In the upper part (control Panel) there are eight small icons. You play the game by moving the cursor on the icons and pressing fire. In the lower part of the screen is the display of the hole you are playing.

ICONS

CHOOSING THE CLUBS (the two icons in the upper left corner)

There are 14 clubs to choose: 4 woods (wood 1 is driver), 9 irons (iron 10 is wedge) and a putter. The flight of the ball is longest and lowest when you hit the ball with the driver. The flight becomes shorter and higher when you forward through the selection of clubs. The length of the shot with wedge is about half that of a shot with the driver. The putter is only used for shots on the green.

CHOOSING THE DIRECTION OF THE SHOT (two icons in the upper right corner)
On the left side of the control panel there is an aiming square with a cross-like cursor. By moving the cursor you can choose the direction of the shot.

CHOOSING THE FORCE OF THE SHOT (two icons in the lower left corner)
A graphical scale shows the force of the shot. The length of the shot also depends on the club you have chosen (look at CHOOSING THE CLUB). If you hit too strongly with the putter on the green, the ball may jump over the hole.

THE SHOT (the second item from the right in the lower corner)

An animated figure of the golfer will appear on the icon screen. After the shot, the icon screen informs the player where the ball is (green, rough, bunker, etc). In order to go on playing, press fire.

CHOOSING THE HOLE (the icon in the lower right corner)

This only works in training mode.

The game keeps count of the scores automatically and shows them on the right side of the control panel. When all the players have completed, the program shows the results in a special screen. When all the holes have been played, the program shows the final results. You can go back to the fire button after the fanfare for the winner has ended.

THINGS TO NOTE WHEN MAKING A SHOT

The wind, whose direction and strength you can see on the right side of the control panel, affects the flight of the ball but when you are putting it has no effect. If you hit the ball from the rough or a bunker it doesn't fly as far and its direction may be 'wrong'. If the ball is in the rough or a bunker you can't get it out of there with a putter.

SPECIAL KEYS

With the SPACE BAR you can scroll the map of the hole you are playing.

By pressing the RESTORE key you can go back to the menu. You can turn the music on/off by pressing the RUNSTOP key when you are in icon control.

CREDITS

Written and designed by Mikko Heleva.
Produced by Paul Chamberlain



ZZAP! RRAP!



RRAP

Well I've made my New Year resolutions, and already broken them: yes, the Christmas decorations are still up (ready for next year!), I still haven't played the Jive Bunny record which Aunt Doris gave me (well, not with the sound turned up anyway) and I haven't managed to drag the tea lady under the mistletoe yet. Still, your letters have really made up for the disappointment — well, they're better than watching *Bridge Over The River Kwai* for the tenth time!

SHEER ARTISTRY

Dear ZZAP!
I had to write. After finding a very interesting find. Yasee me old steam boat (yes that is you, Mr Mangram Esq) it all started (I hope yee are all sitting comfortably? then I shall begin) when I was in thee war!!!

Well, maybe not: actually it was when I was dodging all shells and ammo to get to my R.E. room for a break-time detention, WHEN!! I spotted some books on the tables. Nothing wrong with that you may think? But anyway I saw a couple o' kids looking through 'em. I spared a glance at the books and I thought FLIPPING HECK!!!! It cannot be, but it is, but it cannot but it is, but it cannot... anyway I grabbed a copy AND IT WAS!!!

OLIVER FREY ART. After recovering, which took six days and many cups of tea, I borrowed the book and sure enough it was. (AN' IT BE TRUE, ZZAP!!!)
I luv ya lots, ZZAP!
Darren Adams, West Midlands

PS. BRING BACK THE BORDER DUDES else I'll get a group of me old wartime buddies to PROTEST.

● ***Yes, long before doing ZZAP! (and CRASH) covers, Oli was a freelance illustrator, working on 'Look and Learn' and 'Dan Dare', as well as designing video and book covers — including some for the Oxford University Press, which (as you didn't mention) were what you probably saw. Oli's work can also be seen in the movie,* Superman *— he drew the 1930s-style comic strip shown in the title sequence. So there you have it, Oli's ace artwork has been appreciated by millions worldwide!***
LM



TEAPOTTY!

Dear Lloyd
There was a letter this issue (number 67) from a fellow sane person commenting on the lack of banana and fish. Now I'm not an expert on either of those subjects, but I know that, sure as Phil is Thin, your average man-in-the-street would also like to read some letters about Teapots. Yes he would, so shut up. Teapots are of great interest to me. I have collected well over forty-seven, including a very rare Indonesian twelfth century example. A couple of months ago, I wrote a poem entitled 'Ode To A Teapot', and I am very proud to have asked to reveal it here in print. Ladies and Gentlemen, 'Ode To A Teapot':

I would like to be a teapot.
It would be very nice
Making cups of tea all day,
You needn't ask me twice.

I would like to be a teapot.
Gosh wouldn't it be fun?
There should be another verse
But I can't think of one.

After that enlightening interlude I would like to thank my sister Isther for providing the necessary mental stimulation (ie thinking of a rhyme for fun that made sense). Anyway, back to the letter. Teapots are a seriously interesting hobby for anyone who is infirm, bed-ridden, locked up for their own good (Edd (woo woo) Bullock take note) and so on. They can be bought for a few pence and re-sold, if in mint condition, for anything up to £1000 (or an Amiga and £5000 worth of games. Any offers? Now where have I heard that before?...). They can be arranged in beautiful patterns on shelves and, if the handle and spout is strong enough, mounted on a wall.

Talking of 'Rincewind' (yes we were) I noticed a reference to Terry Pratchett in The Think Tank this issue. I am thinking of starting a Terry Pratchett Appreciation Society in memory of his excellent books (anybody else read them?). Membership fee is one teapot or an Amiga and £5000 worth of.... no, not again. Anyone interested should write to me via Norway. I think.

Anyway, I really must be going now. Since you heard from me last, I've had new gold-plated chains fixed to my padded box (wibble) as a reward for being so enterprising. I showed some people around my teapot collection, you see, and made £2.50 at £1.25 entrance fee (calculators out...). I'll be seeing you, Lloyd, but just think...

Why doesn't your stomach digest itself?
Bysy-Bye!
Arthur Ennimore (John Pryer), Worcester.

● ***Thanks for pouring out your troubles, Arthur/John.***
LM

ON THE RECORD

Dear Lloyd
There have been some songs about video games during the last 10 years. But did you know that already in 1972 Marc Bolan wrote a song called 'Spaceball Ricochet'.

Certainly, that must be a poetical synonym of 'Pong', which first appeared about that time. Just listen to the lyrics:

'I said how can I lay, when all I do is play,
The Spaceball Ricochet.'

The song can be found on the 'Slider' album from the same year.
Ola Hansson, Sweden
PS. ZZAP! has never been better than today. Compared to children's picture books like C&VG, ZZAP! makes a wonderfully substantial read. Keep on Zzaping,
Ola Hansson, Sweden.

● ***Thanks, Ola. I've also found some records obviously inspired by computer games. Here's my top thirteen:***
1. ***'Afterburner' by ZZ Top (Activision).***
2. ***'Eliminator' by ZZ Top (Hewson).***
3. ***'Helter Skelter' by The Beatles (Audiogenic).***
4. ***'Heatseeker' by AC/DC (Thalamus).***
5. ***'Epic' by Faith No More (Ocean).***
6. ***'Line Of Fire' by Journey (US Gold).***
7. ***'Sabotage' by Black Sabbath (Zeppelin).***
8. ***'(The) Wanderer' by Status Quo (among others) (Elite).***
9. ***'Breakthrough' by Queen*** **(Breakthru** ***by US Gold).***
10. ***'Nightmare' by Gillan*** **(Knightmare** ***by Activision).***
11. ***'Scary Monsters' by David Bowie (Firebird).***
12. ***'Confusion' by ELO*** **(Confuzion** ***by*** **Incentive).**
13. ***'Empire' by Queensrÿche (recommended by Robin!) (both Firebird and Interstel) Can anyone think of any more? Please send them in!***
LM

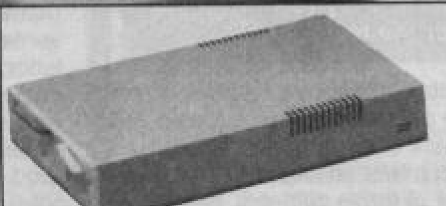
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ZZAP! RRAP!

CARTRIDGE CRAZY

Dear Lloyd
Please can you tell me why Ocean are going totally cartridges on the C64. Surely it will bring down their sales as they are going to cost 25 pounds before Christmas. As *SCI* is going to be 25 pounds, I will not be able to get it until Christmas.

One of the reasons I got the C64 is because the games are more easy to purchase. I can't see the difference between cartridges and cassette. You still get the same quality, the same sounds and graphics. The only difference is cartridges last longer than cassettes.

With the consoles you can only play games and you can't do any programming with it. I hope the consoles don't do well and you have to stay with the cassettes.

I only get three pounds pocket money so it would take me six-seven weeks to buy these games and I'm sure I'm not the only one who is against cartridges. Couldn't it be possible for Ocean to make one cassette in every th ee cartridges?

● M Clarke, Merseyside

● The arguments for cartridges are a lot stronger than simply the fact that they last a long time, although for shopkeepers and gamesplayers struggling with tape returns from dodgy C2Ns this is no small advantage. After all, Dixons stopped stocking tapes because of unreliability but are now going to be selling carts.

Another sensible advantage is piracy, many software houses are convinced they sell one or two copies to a school before pirated versions make further sales unlikely. Carts are virtually impossible to pirate. This obviously benefits the software house, but also you. The more money there is to be earned in the C64 market, the more likely it is mpre games will be produced for it. The reason there's so many Amiga games around is because software houses are making more money there.

But there's gameplay bonuses too. Remember all those complaints we got from C2Ners over Turbo Out Run*, even the disk version was a bit of pain.* SCI *benefits immensely from eliminating tedious pauses. We were a bit sceptical here about carts too, but the speed of the things is great fun. They make the Amiga's sluggish disk drive look painful, let alone the C64's 1501. With disks now costing £16, £4 extra for a cart is an investment well worth making, especially as software houses realise poor games are unlikely to sell at £20. Another gameplay advantage is the ability to make absolutely massive games, and to pack in more graphics in short sections which would be extremely painful on tape. Just try and imagine* Shadow Of The Beast *or* Wrath Of The Demon *on tape!*

These arguments have yet to sway a majority of software houses, carts require hefty investment, and if carts do poorly this Xmas they might be dropped. You might welcome this, but the software houses least enthusiastic about them tend to be companies who don't expect the C64 to last long. If carts take off they'll prove the C64's got a strong software market which they should be writing for.

On the other hand no-one's writing off tape and disk. Some Ocean games will be released on cassette and disk since the company is also producing for Nintendo, which often demands games appearing on the NES be the only cartridge versions. Also some games won't justify the higher price and there's always going to be a massive budget market.
LM

NICE NOVAGEN

Dear ZZAP!
I would like to take this opportunity to publicly thank through your magazine, Novagen — the kindest and most talented software house on the face of the earth. Let me tell you my story.

A long time ago in a city far far away (well in N.S.W. anyway) I brought home the latest issue of ZZAP! 64 — a fine computer magazine. Inside I saw a game reviewed called *Mercenary* — it received 98% — cor!. I ordered it and it arrived three or four months later.

I fell in love with *Mercenary* — solved it in four months and realised these were the best gaming days of my life.

Then I decided to write away and thank Novagen for the greatest game ever! Much to my surprise, Novagen actually wrote back and sent me the Targ Survival Kit. Feeling very chuffed I went back to playing *Mercenary*.

The Second City hadn't come — I'd seen the ZZAP! review and months came and went. I came very close — one shop got *The Second City* but sent it back because they couldn't get any of the copies to load. They didn't read the instructions — obviously.

After a frustrated year I wrote to Novagen again and once again they replied and... would you believe it? There it was — a cassette copy of *The Second City*! I hadn't even asked for it — I'd merely expressed my difficulty in obtaining it and enquired about *Mercenary 2*!. I couldn't believe such a caring Software House existed.

In '89 I upgraded to an Amiga and managed to get hold of Amiga *Mercenary* and another excellent Novagen product — *Backlash!*. Of course the one I was really waiting for was *Damocles* — the official *Mercenary 2*.

So while Novagen don't release 10 games a month, what they do release is always original, pushing your computer's limits to what you never thought possible. Quality will always outdo quantity — especially with single titles offering years of entertainment.

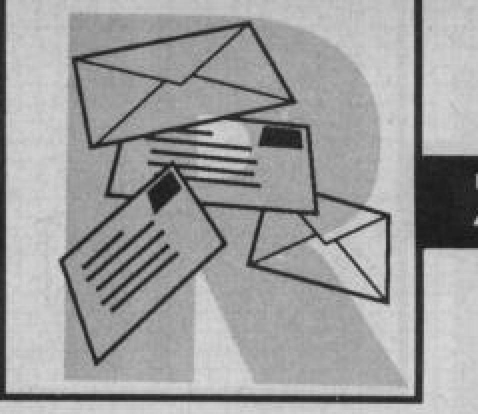
Yes, now I do have *Damocles* — truly amazing — the ultimate first-person experience. So, please, Mr Paul Weakes and all at Novagen — take a bow — no doubt you've made many people's lives as happy as mine.
Thank You.
David Hearne, Australia

● Well thank you David, it's not often people write in to praise a software house and we're very pleased Novagen have treated you so well. From our dealings with them we know they're a very friendly and professional company, I just hope they're not inundated with requests for free software from people 'unable' to get software in the UK!
LM

SHADOWY TECHNICAL DATA?

Dear ZZAP!
I've just completed *Shadow Warriors* on the C64 and I've got to say what a load of rubbish it is. The end-of-game message made me laugh. It told me I had destroyed the evil warlord in his lair! What Warlord?! I only got two big guys with claws (YOU GET THESE ON AN EARLY LEVEL ON THE AMIGA VERSION). In the April issue of ZZAP, a preview of the game was done. In 'Technical Data' it said the final guardian would be even bigger than the rest, but I was very disappointed with the end and to me the game did not look finished (have I got an unfinished copy or what?). As it stands, the game should have got about 49%. If I have got an unfinished copy, all apologies go to Ocean. Please print this as I would like to see other people's views. Does anyone think I'm being unreasonable?
Neil Vickers, Westhoughton

● Well I don't, Neil. And I'm afraid that your copy is a finished one. Unfortunately, C64 Shadow Warriors *didn't live up to early expectations. The preview in Issue 60 featured a very early version of the game. The technical data which you mentioned was merely what the programmers (Teque) told us they hoped to achieve. In this case, their targets were obviously very optimistic. Maybe you should have waited for the ZZAP! review in Issue 65 where the C64 game got 57%. Ocean stuff is usually of the highest standards, but we're here to point out when the occasional glitch happens. Unfortunately a lot of people seem to have bought the game on the strength of the packaging and name pushing it high in the Gallup charts. The Amiga game, however, was ▶*





ZZAP!RRAP!

an excellent conversion earning 83% in Issue 65.
LM

STRONG C64

Dear Lloyd
The first thing I have to say is ZZAP! is BRILLIANT!! I must admit that I have only been reading ZZAP! since Issue 61, but after only five issues I subscribed to the most brilliant, wicked, awesome, mega mag in all the universe!!

Now back to the point, I have a question to ask (what's new?):

On a television programme I was watching, a man (no names mentioned) said that no-one really wants to play with C64s, Spectrums and Amstrads any more. I own a C64 and I do want an Amiga but the C64 is a very good computer and not everyone wants to buy a computer for £399. So is the C64 going strong?

Before I go I would like to thank you for your review on *Turrican* because after I read it I bought the game and it is ULTIMATE!!!
So keep up the good work, ZZAP!.
Andrew Snead, Chelmsford, Essex.
PS. Is the Scorelord a Teenage Mutant Ninja Turtle in disguise?

● ***Thanks for the praise, Andrew. And I'm glad to inform you that the C64 is still going very strong. Far from declining, sales of C64 computers have risen sharply in the past two years, as have software sales. With the release of Commodore's GS console and its C64-compatible cartridges adding extra impetus, the sky's the limit for the future of the world's bestselling home computer.***
LM

ASSISTANT AGGRO

Dear Lloyd
Please excuse the lined paper, I'm not trying to be common or owt, but a real crisis has come up... I'VE GOT NO WRITING PAPER! Or should that be money? Anyway, on with the performance:

Why is it that you can never test a game you wish to buy in the shops? In three shops now, with their computers running, the so-called 'assistant' will immediately refuse to allow you to even watch a game which you intend to purchase. At 18, surely they don't think I wish to mess around and waste time when I have the honest intention of handing over £10-£30 for a C64 or Amiga game? Take their excuses: 'I'm sorry, but if I load this game, everyone else'll want the same treatment.' TREATMENT? What the heck is this guy paid for, to satisfy the customers or stand about discouraging them from entering the shop? Or how about this one: 'Look, if we did this all day we'd soon wreck our computers.' Oh, excuse me, I suppose I'd better go home and forget about playing *Dungeon Master*, where I continually swap disks when saving my position.

I had to laugh at the way an Amiga and an ST were switched on with their start-up screens attracting crowds all day behind the counter! Come on, shouldn't this be no less harm to them than if they had a game which was left showing a demo all day? (By the way I was being sarcastic when I said they attracted crowds, just in case you missed the point (Thanks — Ed).) The shop assistant was stuck for words when I asked him how to account for the fact that more people were buying computers and games at a privately owned shop opposite. The truth came out when he confessed that they could try out the games before buying. This did not change his (or his manager's) view of the situation, however, and I left disappointed.

I hope I'm not being too critical, Lloyd, but don't you think a customer should obtain satisfaction and be secure in the knowledge that they haven't wasted their money?

Remember, you cannot take a game back and exchange it once it has been played and bought. I know many shops do provide a good service, but it always seems as though you enter a less helpful one, and I guess that's life! Anyway, here's my conclusion: ignore the ignorant and give helpful software stores all that they deserve!

I hope (again) that the above wasn't so boring that it would make you take up chartered accountancy, but thanks for your time! Please could I just say hi to Matt, Ricky T and Fliddy? Thanks, and keep smiling! Bye!!
Rick Butler, Chorley, Lancs
PS. Bring back Rockford, Thingy etc!
PPS. Pineapple! (as opposed to banana!)

● ***Robin used to work in John Menzies in Swansea and he is firmly of the opinion that it takes too much time for busy attendants. On the other hand he was all too happy to show games to his friends, so we think he's telling porkies. In reality he, like most other shop assistants, was a bit of a lazy so-and-so who hates kids. Of course it can be a lot of hassle, especially with lengthy tape loading games. But I see no reason why cartridge games can't be put on show for people to have a go at. With their high price, people will definitely want to have play them first, so I hope demos will be shown. Of course there'll have to be a lock or something to stop the carts being stolen. Amstrad and Nintendo do dedicated display cases, so hopefully Commodore will follow suit.***
LM

TAPE TROUBLES

Dear Zzapersons
I am writing to ask for your expert advice. My son, who is 11 years old, has a Commodore C64 with tape player. He is a regular reader of your magazine, mainly game reviews. I also read the magazine, however I find most of it completely unintelligible. This is not a criticism of your publication, it is just that it uses a language which I presume is English, although not in a form which I can easily identify.

I have sought advice from local computer retail outlets but the assistants (??) assist in hip hop hap rap megabytespeak, or tell me, 'It is only available in cream, Sir.'

The problem, like most problems, is simple; the solution apparently not. In order to load a game one needs the patience of Job (a non-technical biblical person) and the technical ability of a NASA systems engineer. The tape player has been cleaned, serviced, repaired, adjusted and even spoken to but the problems persist.

Is there some way in which the games which do eventually get loaded, can be saved onto disk? If there is, what do I need to do it with? What disk player do I get? What 'pack' will enable me to get into the games to get them to copy onto disk and who is going to win the Grand National?

The frustration level is high. My son wants to scrap the system and go for a Superslick Disk System, okay if you have the money. Currently the fiscal policy is undergoing total rethink. My desire is to get his existing tapes onto disk — easy loading no hassle, and gradually expand the existing system if required.

Any suggestions would be so helpful. I could probably pick a disk player myself but the rest of what is required is beyond my vocabulary, comprehension, experience and understanding. I am aware that copying tapes etc is illegal but this is not far gain or reward, just for the preservation of sanity..... mine, and as far as I am aware it can be done.

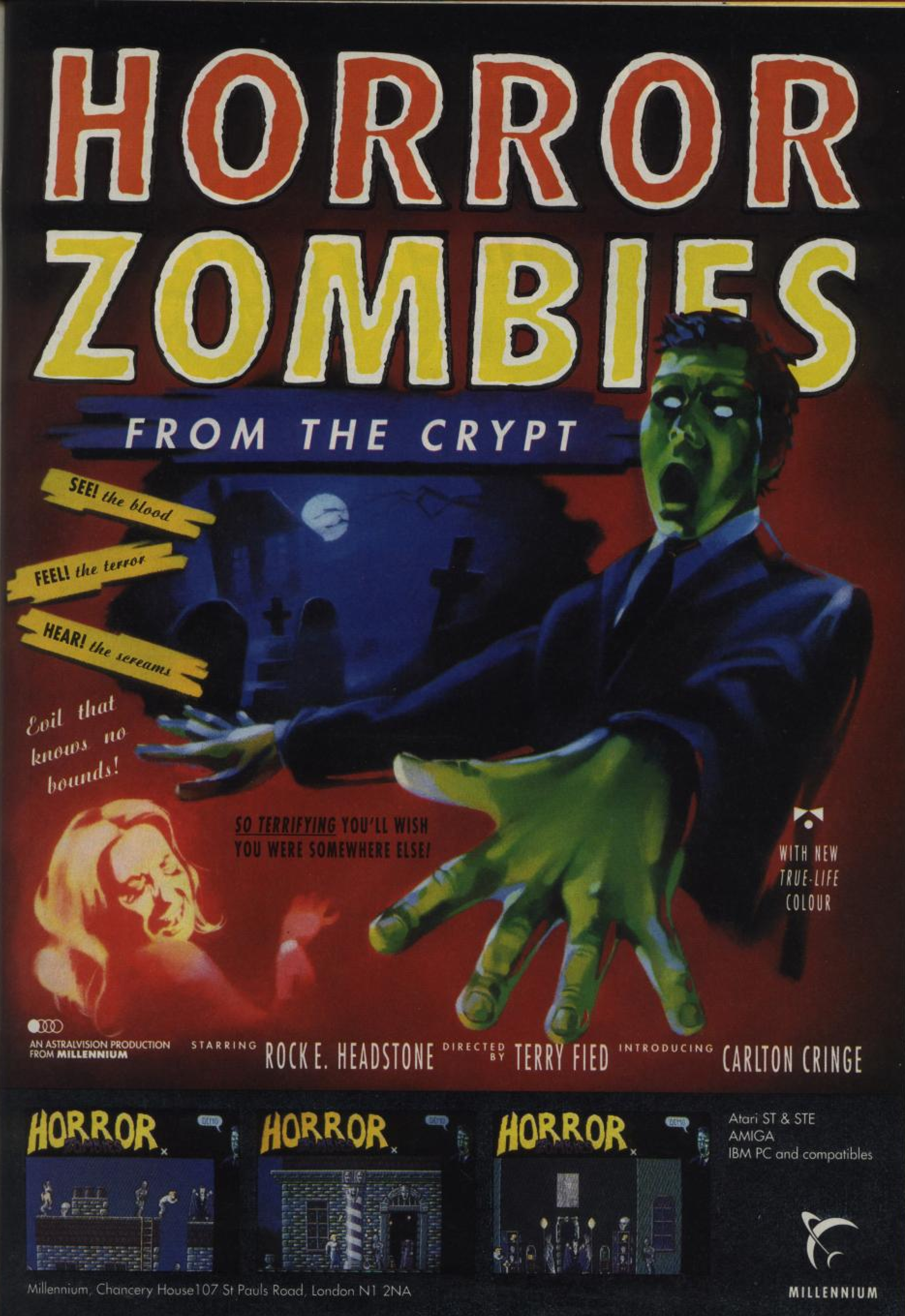
Christmas is coming, the season of goodwill and unstinting generosity...HELP.
Mr J Howard Greenaway, Co Down

● ***If you're having tape loading problems, I recommend buying a Mills Load-It. This is like your normal C2N tape player but benefits from an LED meter which indicates its output level. By adjusting a little knob, you can maximise this output and should then have no problems loading any tape.***

Even better news is that the new C64 cartridge games (which fit into a slot at the back of the machine) provide instant loading without any problems and require no extra equipment whatsoever.
LM

LOGIC PUZZLE

Dear ZZAP!
Hi, The man of Logic here, first I'll start with a joke. I


HORROR
ZOMBIES
FROM THE CRYPT
SEE! the blood
FEEL! the terror
HEAR! the screams
Evil that knows no bounds!
SO TERRIFYING YOU'LL WISH YOU WERE SOMEWHERE ELSE!
WITH NEW TRUE-LIFE COLOUR
AN ASTRALVISION PRODUCTION FROM MILLENNIUM
STARRING ROCK E. HEADSTONE DIRECTED BY TERRY FIED INTRODUCING CARLTON CRINGE
HORROR
HORROR
HORROR
Atari ST & STE
AMIGA
IBM PC and compatibles
MILLENNIUM
Millennium, Chancery House107 St Pauls Road, London N1 2NA

COMING SOON...



IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

ZZAP! RRAP!

entered a café one day and I ordered a pie, so I sat down and the lady sitting beside me claimed she had lost her ring. So word got round the café and people started to look for it, so the waiter came to my table and gave me my pie, and guess what was in the pie? (The ring, you all say.) No, mince.

Well I hope you liked that logical joke. Anyway you shall receive some more logical letters from me now that I have bought your super magazine. Although I'm ashamed to say, I haven't bought any of the previous 60 odd magazines. That was because I had a Spectrum 128k before (Ha! Ha! I here you say). Then I bought an Atari 520STFM and now I own, a Commodore Amiga with 1 Meg memory.

Oh well! I'm running low on ink. Good luck for the future.

The Man of Logic, Glasgow

● ***Third time lucky, eh?***
LM

MEGAWATT?

Dear Lloyd
I'd like to protest about the use of the term 'MEG' in the new System 3 and Ocean C64 cartridge ads. The word 'MEG' is more commonly used as an abbreviation (even in your reviews) for a megabyte. However, in the two ads mentioned, 'MEG' means a 'megabit'. Surely this is misleading, as System 3's 'amazing 4 MEG of memory' is actually equivalent to only half a megabyte.

David Morgan, Mold.

● ***I think you're being a bit overcritical, as both the ads mentioned include a fairly clear explanation of what they're referring to. The 'MEG' problem probably originated with Commodore who stated that the new cartridges would have a maximum capacity of 'four MEG' (meaning megabits).***
LM

HOPELESS HOLLAND

Dear Lloyd
I just want to put the record straight with the idiot Joost Reijnen from Holland about our brilliant English football team.

On June 16th Cagliari, England totally outplayed you, and if I was Dutch I would have shot myself after that game! I, on the other hand, am proud to be English because even the great Pele said England were the best team in Italy 90 and if you don't believe me, ask him. Hmmm, that put him straight, didn't it Lloyd?

Edward Hammond, Spalding PE12 6UE.

● ***I think Joost was more than a bit optimistic about his team's chances. He must have cried more tears than Gazza!***
LM

UNSWERVING LOYALTY

Dear Lloyd
Firstly, I would like to congratulate you for staying with ZZAP! for five years now. I think that's great and deserves some sort of reward. The 'ZZAP! Rrap' section has been exceptional throughout the five years, as has the standard of the whole magazine.

For the main part of my letter, I would like to correct all the people who say the Commodore 64 is 'dead and soon to be buried' etc. I'm not blaming 16-bit owners for this accusation, in fact some of the people I have heard say this do not even own a computer and are just saying this with no experience with the machine!

This is my story.... (cue flashing lights and blurry eyes): during the year 1986, when I was just 13, I became very interested in computers. I had played games on various formats including Commodore and Spectrum machines. I became particularly enthralled in **Green Beret** (for the 64) and also *Winter Games* (also for the 64). When Christmas came that year I pleaded with my parents to invest in a C64. As luck had it we struck on an excellent deal in the local paper, and on Christmas morning I hurriedly opened a brightly wrapped box to find my dream computer (Aaaaarrrr).

For the next two years I had great pleasure with the C64 and in between school and homework I did odd jobs to save up for software for it. I efficiently gained quite a collection and many hours were spent playing **The Last Ninja** and reading ZZAP! 64.

In late '88 I caught a glimpse of the Atari ST (eeuuucckkk I hear you cry). As my heart filled with passion for the graphics I sold my Commodore and bought the 16-bit machine (which I still have). I now had a permanent part-time job and could just afford the higher price tag. I also stopped buying ZZAP! as it had no relevance anymore. The enjoyment of playing games with better graphics on the ST lasted for about a year and then tedium set in. Where was the playability which **Summer, Winter** and **World Games** had on the 64??? Where had the excitement of waiting five minutes for your newly purchased game disappeared to????? I also missed the brilliant sound and atmospheric sound FX which the 64 had, and also the games which aren't available on the ST such as **The Last Ninja 1** and **2**.

I couldn't hold back my tears any longer and I recently purchased another trusty old 64. I still keep my ST for programming and playing some of the exceptional games such as the **Kick Off** series and **Starglider 2.** I have also started purchasing ZZAP! again and that is why I was surprised and also proud that you are still covering Rrap, Lloyd — well done again. I would also like this opportunity to congratulate the rest of the ZZAP! team for working at the magazine and making it better than ever. My only criticism is the fact that it has gone on a diet! It used to regularly contain 130 pages plus, for every issue. It's nice to see all the original features still there though, such as the Rrap, Tips and The Word.

My letter should prove that there's still life left in the old 64 and in my opinion, it beats the chips out of the 16-bit machines for playable games, and I'm sure many people will agree.....

Mark Macrae, Kent ME10 4TR.

● ***Thank you for your praise, Mark. Your story shows there's still life after death... er, I mean ST ownership!***
LM

ZZAP!'S PERFECT!

Dear Sir Alistair
Please can you print this letter as I have previously written three times. I have been trying to get a letter in ZZAP! ever since I started buying it back in Spring 1988. I am one of those many lucky people who has upgraded from the greatest 8-bit to the greatest 16-bit computer, C64 to Amiga, so ZZAP! has always been the perfect magazine to buy.

I am rather annoyed when C64 owners complain about the Amiga pushing in and taking over ZZAP! as the C64 is still the dominant computer as far as ZZAP! goes. Just look at all these cassettes you are getting. I agree with Scott Wade of Gosport as he perfectly puts this case across in Issue 68.

Now for your favourite question time!

1. Where are all the reviews for *Fire & Forget 2*? It was released a month ago and except for a few previews nobody's mentioned it.
2. Is *Double Dragon 3* out in the arcades and when will we see it on the Amiga?
3. Looking back, do you think that *Kick Off 2* deserved a gold medal? I do. I would give it 98%.

Rafe 'Killer' Abrook, Isle Of Wight.

● ***1. We haven't received a review copy yet.***
2. It will soon be in the arcades and Sales Curve will be doing the conversions.
3. Yes, the reviewers now think that it did, especially as they play it EVERY lunchtime. At the time of the review, they didn't think it was that much of an advance over the original Kick Off. But if you have a go at Kick Off after playing Kick Off 2 you'll see how much better the sequel is. The more you play it, the more the subtle differences jn gameplay become apparent.
LM

**Ah, well I'm feeling a bit better now. Right, that's it, I'm actually going to do it... 'Come on everybody, clap your hands... W-w-w-wake up little Suzie, wake up... G-g-g-g-g-good golly Miss Molly...'
Aaaarrrrrggghhhhhh! Now I'm really depressed! You'd better keep sending those letters in to *Newsfield, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW* — before I go completely mad!**

TAKE CHIP'S CHALLENGE

And win one of two Atari Lynxes from US Gold!!





Hi, I'm Chip. Remember me? Yeah, I'm the little chap with the specs in US Gold's *Chip's Challenge*. I originally only existed on the Atari Lynx handheld, but I was so popular that the guys at US Gold decided to convert me to other machines like the C64 and Amiga. And what a good job they did, earning 86% for both versions along with comments like 'tremendous puzzling fun'. Now everyone can have fun, guiding me round those puzzling levels, searching for coloured keys to open doors, and objects to allow me to negotiate hazards like water, ice and fire. With 144 levels it's certainly some challenge, but well worth it if I get to interface with the lovely Melinda at the end!

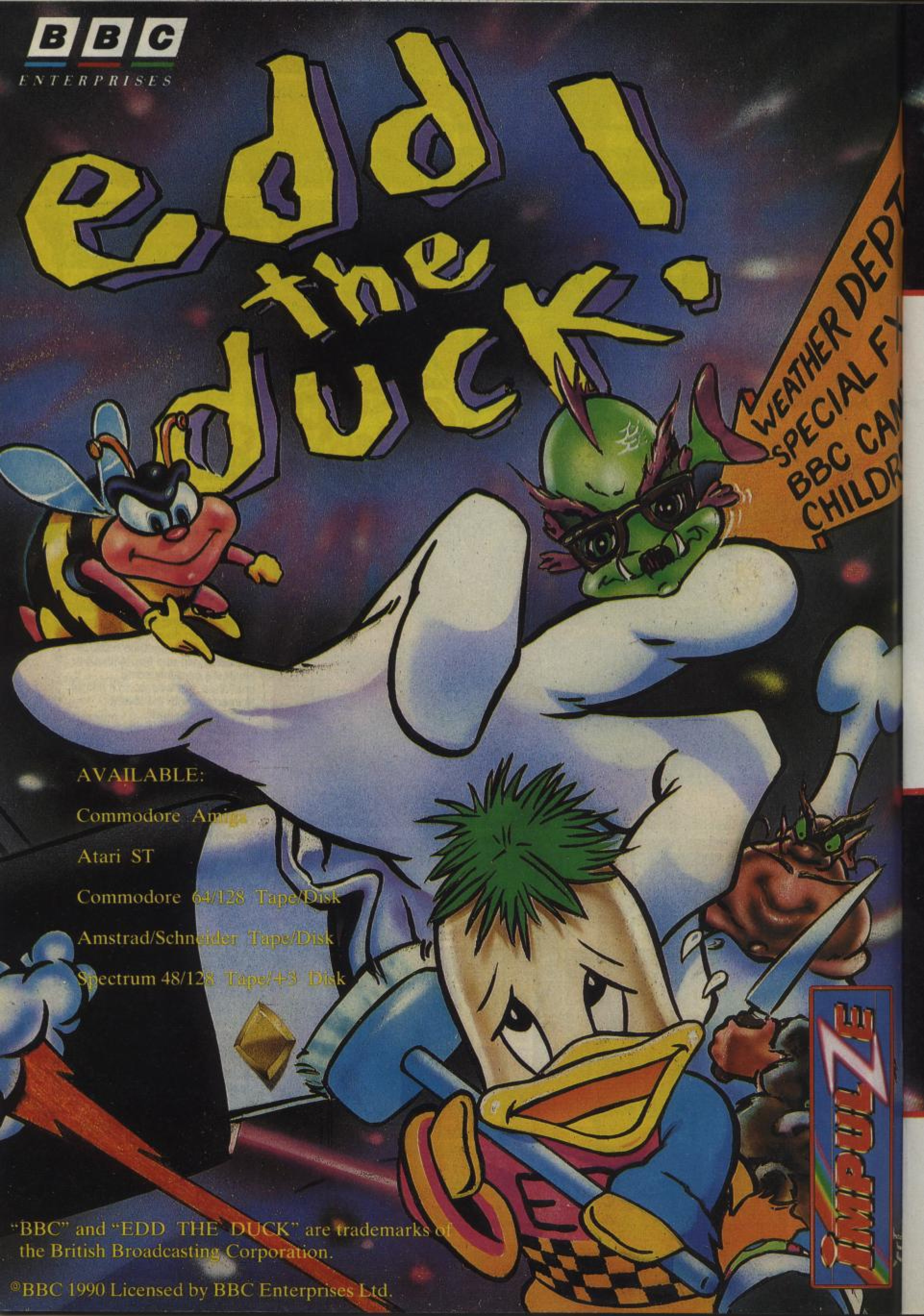
I can't offer you quite the same incentive to complete this special competition challenge but there's Lynxes to be won by two lucky readers. These remarkable handheld consoles are just slightly bigger than a video cassette and have a 3.5-inch screen which can display up to 16 colours simultaneously (from a palette of 4096!) and an infinite number of sprites! In addition, fifteen runners-up will get stylish US Gold T-shirts.

Now to my challenge. All you have to do is answer solve these three cryptic clues for the names of *Chip's Challenge* levels:

1. It's holy but plays rough in Wakefield — nevertheless, threesomes can still be fun! (7 letters)
2. Not quite what it seems, this granny could tie you up! (4)
3. My dear Watson, what else could it be? (10)

Stick your answers on the back of a postcard (or sealed envelope) and send it to *Newsfield, I'VE HAD MY CHIPS COMP, ZZAP!, Ludlow, Shropshire SY8 1JW.*

Usual competition rules apply and entries must reach us by February 28th, at the latest.


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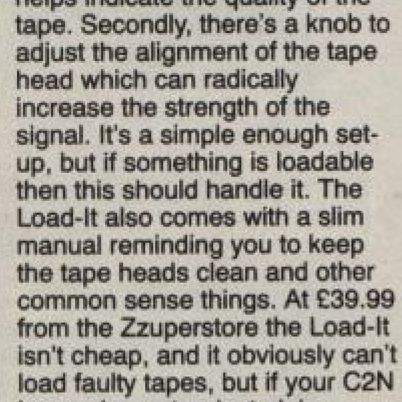


SUPER C2N!?

Mills' Load-It replacement datasette has been around for years, covered several times in ZZAP! and, in fact, almost all our tape decks are Load-Its. Despite it's relatively high price, it's done so well that a *Spectrum* version has been launched — even though that computer doesn't require a weird interface like the C64. Long time Zzapers know how highly we rate the Load-It, but for the benefit of newcomers here's another look at it.

The C64's unusual interface allows the computer to control the datasette, stopping and starting it as required. Unfortunately it's long been plagued with unreliability problems according to many retailers. There's certainly nothing more frustrating than getting the latest Gold Medal-winning game, only to find out it won't load. But is it the C2N or the tape?

The Load-It has two main advantages. Firstly there's a strip of ten LEDs which light up to show the strength of the signal, a sort of volume indicator. This helps indicate the quality of the tape. Secondly, there's a knob to adjust the alignment of the tape head which can radically increase the strength of the signal. It's a simple enough set-up, but if something is loadable then this should handle it. The Load-It also comes with a slim manual reminding you to keep the tape heads clean and other common sense things. At £39.99 from the Zzuperstore the Load-It isn't cheap, and it obviously can't load faulty tapes, but if your C2N is wearing out or just plain unreliable this is an essential purchase.



CHEETAH'S HANDHELD

As the handheld wars hot up, with the Lynx dropping in price from £180 to £120, Cheetah have begun importing a Japanese system with nineteen software titles. Called the Gamate, the Cheetah system is about the same size as the Nintendo Gameboy, has a similar monochromatic display and retails for just £59.99 with stereo headphones and a free game (*Witty Apee*). Optional extras include a rechargeable battery pack, mains adaptor and a cable to link two Gamates for simultaneous two-player action. Normally the Gamate is powered by four AA batteries and has a speaker if you don't want to use the headphones. There's the standard control systems — a joypad for movement, two fire buttons, plus start and select keys. Cartridges are smaller than credit cards and the whole thing comes with a one year guarantee.

In use the Gamate boasts a tuneful sound chip but the yellowish display is a bit prone to blurring. As with the £10 more expensive Gameboy it's not setting any amazing new hi-tech standards, it's the portability and the software that's important. Portability is assured with the neat size, but as yet software can't match Gameboy standards. The neat carts are £5 cheaper than Nintendo stuff, but games such as *Galaxy Invaders* (*Space Invaders*) and *Money Maze* (*Pac-Man*) are ancient ideas poorly implemented. There's plenty of other titles which we haven't seen though, and while Nintendo needn't worry yet, it's certainly got potential.

CARTRIDGE NEWS!

As you read this the sales figures should be confirmed, but at the moment GS Xmas sales remain in the area of fortune-telling. However, a very impressive prediction of 40-50,000 is likely to be substantially helped by Tandy deciding to stock the machine in almost 350 shops nationwide. As with Dixons, the reliability of cartridge software has prompted the company to start selling C64 cartridges as well. Two new releases planned for cartridge are a pair of compilations from the Disk Company. *Fun Play* includes three good budget games from Code Masters — *Pro Tennis*, *Fast Food* (62%) and *Pro Skateboard* (79%). *Power Play* includes the excellent *Stunt Car Racer* (94%) and *MicroProse Soccer* (90%), plus the extremely playable *Rick Dangerous* (73%). The price for both is £24.95 and they should be in the shops right now.

Also available now are a trio of games from Domark, namely *Vindicators* and *Cyberball* (both reviewed this ish), plus *Badlands*. This was originally sent for review on disk and got 41% in Issue 68. However, after some more play we've decided that's a bit harsh and decided to uprate it to 62%. It's obviously designed for a single load (ie all the tracks which could have been incredibly detailed given instantaneous multiload on cart are, in fact, very spartan), but it's quite playable. The ability to shoot other cars is especially good fun in two-player mode and there's an impressive range of upgrade hardware. As with all games of this sort endlessly zooming round in circles gets a bit repetitive after a while, but still well worth a look as one of best examples of this dated game-type.

For the future, Bond fans will be glad to learn the cart version of *The Spy Who Loved Me* is going to have all the *Op Wolf*-style screens cut out of the C64 tape and disk conversions. *Spy* got 38% in the last issue so the new sections are definitely welcome. If Domark use the cart to improve the driving section graphics as well, cartridge *Spy* might finally match the excellent Amiga game (82%, Issue 67). No news on a release date as yet though.





GOLDEN AXED!

After prolonged mastering problems, C64 *Golden Axe* has finally made it out onto the streets. Unfortunately the first batch released just before December were somehow duplicated without level five, and we've already had some letters from people mystified by this. Virgin are aware of the problem and have tried to withdraw all the faulty copies of the game. By the time you read this it's extremely unlikely there are any bugged copies still around, but if you've got a faulty one you can exchange it for a replacement either at the shop where you bought it or from Virgin. In the latter case just send the tape or disk to *Virgin, Customer Service Dept, 16 Portland Road, London W11 4LA* with a note explaining the problem (and don't forget your address!).



MILLION DOLLAR GAME

Gremlin's big Easter licence is MB Games' 1989 bestseller, the *HeroQuest* board game. Almost 200,000 units have sold since its release in '89 and it's still firmly in the WH Smith top ten. MB have a £500,000 (almost a million dollars!) ad spend planned to create feverish excitement about the product which features elves, wizards, barbarians and dwarves in a quest for loot. Expect a preview of C64 and Amiga versions next month.



★ Phil and Robin caught with another cheap promotional gift intended to sway reviews.

the february CHARTS!

It's been a long time since we've had space for the charts, so a lot of your votes are a bit dated, but hopefully by next month we'll have a lot more votes for the newer games to knock off the oldies. *Turrican 2* for next month's number one maybe?

This month's lucky winner of a £20 software voucher is Richard Bateman of Aston, South Yorkshire. If you want a chance of being a winner yourself, write your top three votes (for each category you're interested in) on a postcard or the back of a sealed envelope, and send them to *Newsfield, ZZAP! Charts, Ludlow, Shropshire SY8 1JW.*

TOP 10 C64 GAMES

1. Turrican ....(Rainbow Arts)
2. Rainbow Islands ....(Ocean)
3. Turbo Out Run .... (US Gold)
4. The Untouchables .... (Ocean)
5. Retrograde .... (Thalamus)
6. Stunt Car Racer ....(MicroStyle)
7. Creatures ....(Thalamus)
8. 3D International Tennis ....(Palace)
9. MicroProse Soccer ....(MicroProse)
10. Iron Man ....(Virgin)

TOP TEN AMIGA GAMES

1. Kick Off 2 .... (Anco)
2. Rainbow Islands ....(Ocean)
3. Turrican ....(Rainbow Arts)
4. F-29 Retaliator .... (Ocean)
5. Xenon 2 ....(Image Works)
6. Blood Money ....(Psygnosis)
7. Midnight Resistance ....(Ocean)
8. Player Manager .... (Anco)
9. Time Machine .... (Vivid Image)
10. Dungeon Master ....(Mirrorsoft)

C64 MUSIC

1. Turbo Out Run ....(US Gold)
2. The Untouchables ....(Ocean)
3. Ghouls 'N' Ghosts .... (US Gold)
4. Turrican ....(Rainbow Arts)
5. Retrograde .... (Thalamus)

AMIGA MUSIC

1. Xenon 2 ....(Image Works)
2. Blood Money ....(Psygnosis)
3. Turrican ....(Rainbow Arts)
4. Batman: The Movie .... (Ocean)
5. Ghouls 'N' Ghosts .... (US Gold)

COIN-OPS

1. Teenage Mutant Hero Turtles ....(Konami)
2. Golden Axe ....(Sega)
3. Special Criminal Investigations ....(Taito)
4. Smash TV ....(Williams)
5. Turbo Out Run ....(Sega)


HIT THE BIG TIME
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RETURN OF THE JEDI
OPERATION WOLF
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U2 CAN PLAY MUSIC 2

● Six months ago, ROBIN CANDY investigated Amiga MIDI music packages. Now, better late than never, the budding pop star examines the musical possibilities of the 64 and takes a look at sampling on the Amiga.

The C64 was the first home computer that had any significance in musical terms. Back in 1983 when it first became available it was the only computer with a halfway decent soundchip. Rival computers could at best muster a beep or a buzz but the 64 with its three channel sound chip could actually produce music.

MIDI was also first touted in 1983 but it took a few years before anyone realised the musical possibilities of linking up MIDI equipment to home computers. The 64 was the first home computer to really muscle in on the MIDI software scene due to its high volume sales in Europe and America. At that point the 64 was the computer to own if you were into making music.

Unfortunately the MIDI boom didn't take off until 1987 by which time the ST and the Amiga had superceded the 64 in musical capabilities. These days no one seems to be releasing music packages for the 64 but if you're prepared to search through classified ads and bargain bins you can still find some software gems.

The most widely available package also happens to be one of the best. Rainbird's *Advanced Music System* is a modular package that allows you to create your own sounds using the 64's SID chip, enter music in standard musical notation as well as offering MIDI facilities. The program operates in a windows and icons environment, making it relatively straightforward to use.

The music editor is probably where you will spend most of your time. The screen can only display a small portion of the currently selected track at a time which can be a bit frustrating when you want to compare the contents of all three tracks, but it's better than reducing the display to tiny proportions just to fit everything on screen.

Music is entered in standard notation form. It's a bit of a drawback if you're not familiar with your crotchets and quavers but it's pretty easy to learn and certainly well worth the effort. All the commands you're likely to need for editing — such as transpose, loop and sound selection — are provided. The only real problem is that entering your music can be a rather time-consuming process.

To help speed things up there is a keyboard module which provides an alternative method of entering music. What it does is to turn your 64 keyboard into a piano-style keyboard. It's a bit fiddly to use but it's okay for sketching out ideas before knocking them into shape in the editor.

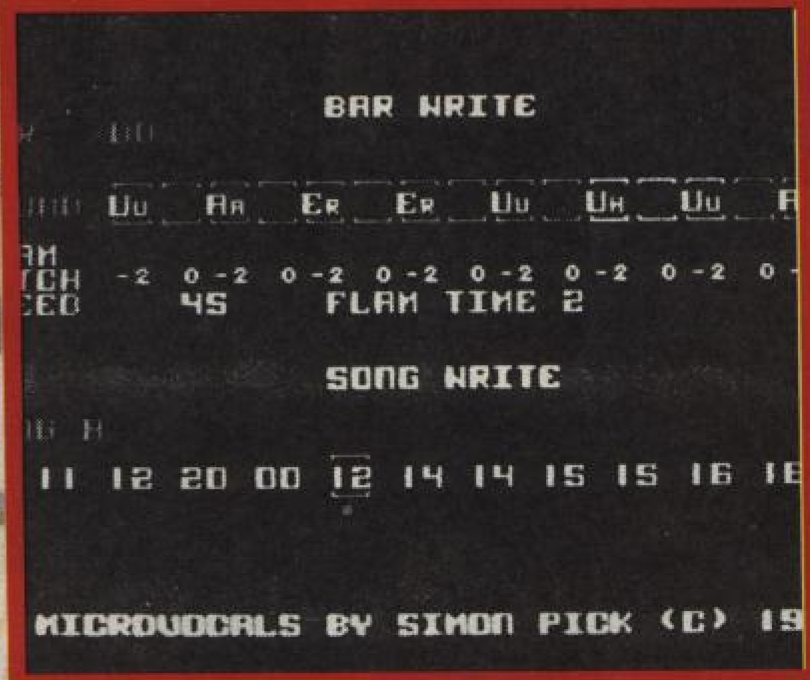
The MIDI section of the program provides up to six channels of information. A strange number to use when you consider the MIDI specification provides for up to 16 channels but if you've got a sophisticated MIDI set-up which requires more than six channels then you're unlikely to be using a humble 64 for sequencing anyway. However, it's a totally separate module which doesn't allow you to use the 64's soundchip in conjunction with your MIDI equipment, shame.

Overall it's a good package. But by trying to address all areas of music making, from entering music to creating your own sounds, within one program it fails to excel at any one area in particular. But don't let that put you off, it's more than adequate for the first time computer musician. As mentioned, this package is still quite easy to get hold of: Datel Electronics are currently bundling it with a MIDI interface for the measly sum of £39.95.

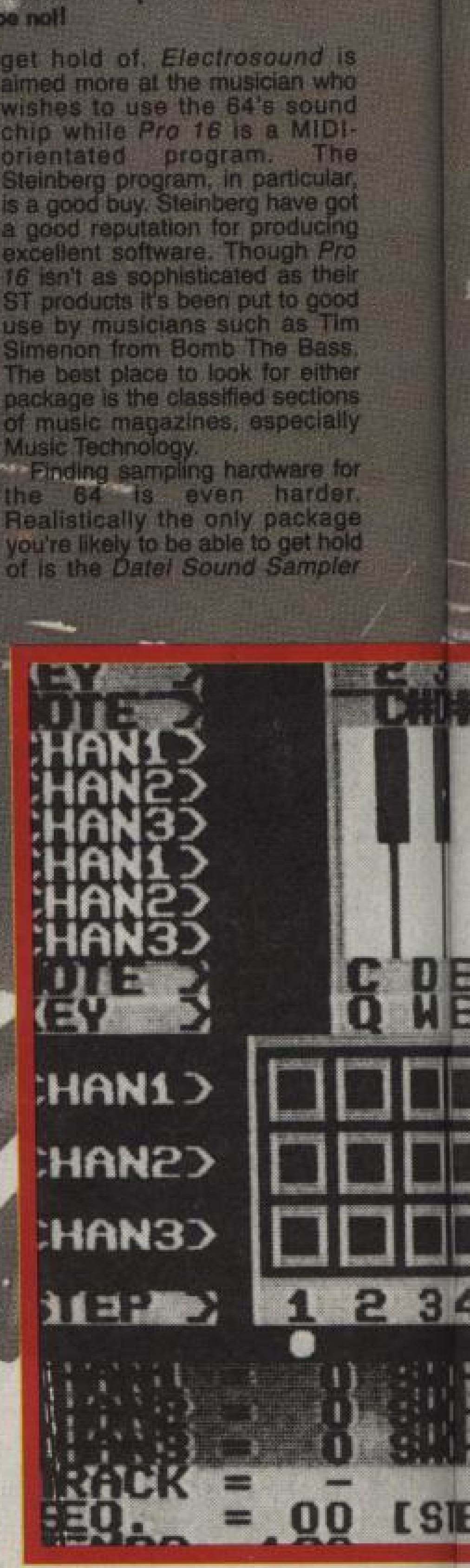
MicroRhythm+ is the cheapest route into producing music on your 64. Released by Firebird a good few years back it costs just £1.99. Basically it's a one-track sequencer used for putting drum patterns together. It comes on tape with four different types of drumkit: microdisco, microlatin, microvocal and microtuned (this is the only kit featuring any instrument sounds and can be used to put together simple drum and basslines) — all containing good quality useable samples. Drum sequences are assembled using short patterns. These can be between one and 16 beats long while there's enough memory for 100 different patterns. Once you've assembled your patterns they can be linked together to form a 'song'. *MicroRhythm+* isn't a state-of-the-art package but it is a good basic drum machine, certainly worth more than the asking price. Also worth looking for is Firebird's *Ubik's Music* which converts your 64 into a low-cost synthesizer.

Electrosound and *Steinberg Pro 16* are two good packages which are now fairly difficult to get hold of. *Electrosound* is aimed more at the musician who wishes to use the 64's sound chip while *Pro 16* is a MIDI-orientated program. The Steinberg program, in particular, is a good buy. Steinberg have got a good reputation for producing excellent software. Though *Pro 16* isn't as sophisticated as their ST products it's been put to good use by musicians such as Tim Simenon from Bomb The Bass. The best place to look for either package is the classified sections of music magazines, especially Music Technology.

Finding sampling hardware for the 64 is even harder. Realistically the only package you're likely to be able to get hold of is the *Datel Sound Sampler*



★ Microrhythm+ is cheap and easy to use so it's a piece of cake to become the next Phil Collins! Or maybe not!



(£49.95). This unit produces adequate results considering how much memory you've got and the price of the hardware but it's nothing special. Sadly sampling on the 64 isn't really a viable notion because of how much memory samples take up (see 'What Is A Sampler?' box for full explanation). Samples can be exported for use within Datel's *Comdrum* music package (£9.95 — essentially a drum machine program) but this is really more of a fun unit than something that's going to have any practical use.

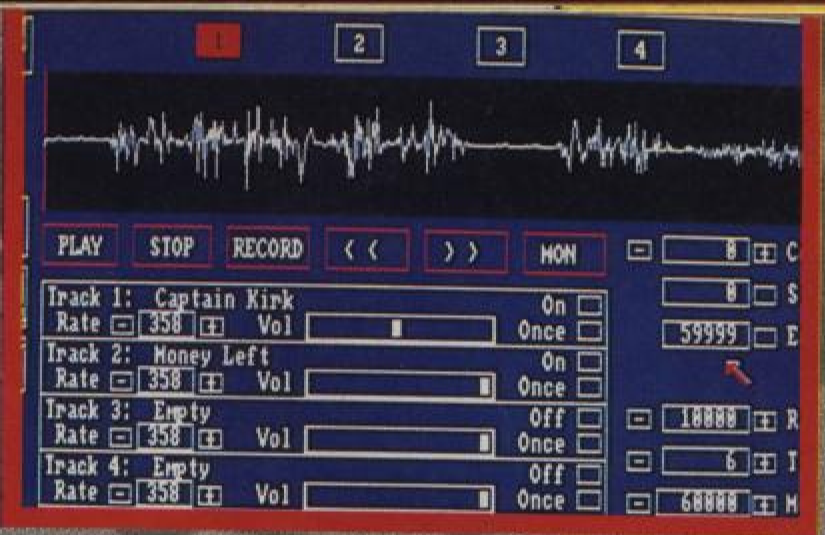
Amiga Sampling

The ST may have its MIDI ports but right from its first appearance the Amiga has been the home computer for sampling applications. It even has its own standard sample format (IFF) which is used by the majority of Amiga sampling and sequencing programs, allowing you access to a vast library of sounds. Equip yourself with an Amiga, a MIDI sequencer program that can use samples, a low cost MIDI keyboard and one of these samplers and you've got a reasonably powerful music system, one that would have cost you hundreds of thousands of pounds just ten years ago.

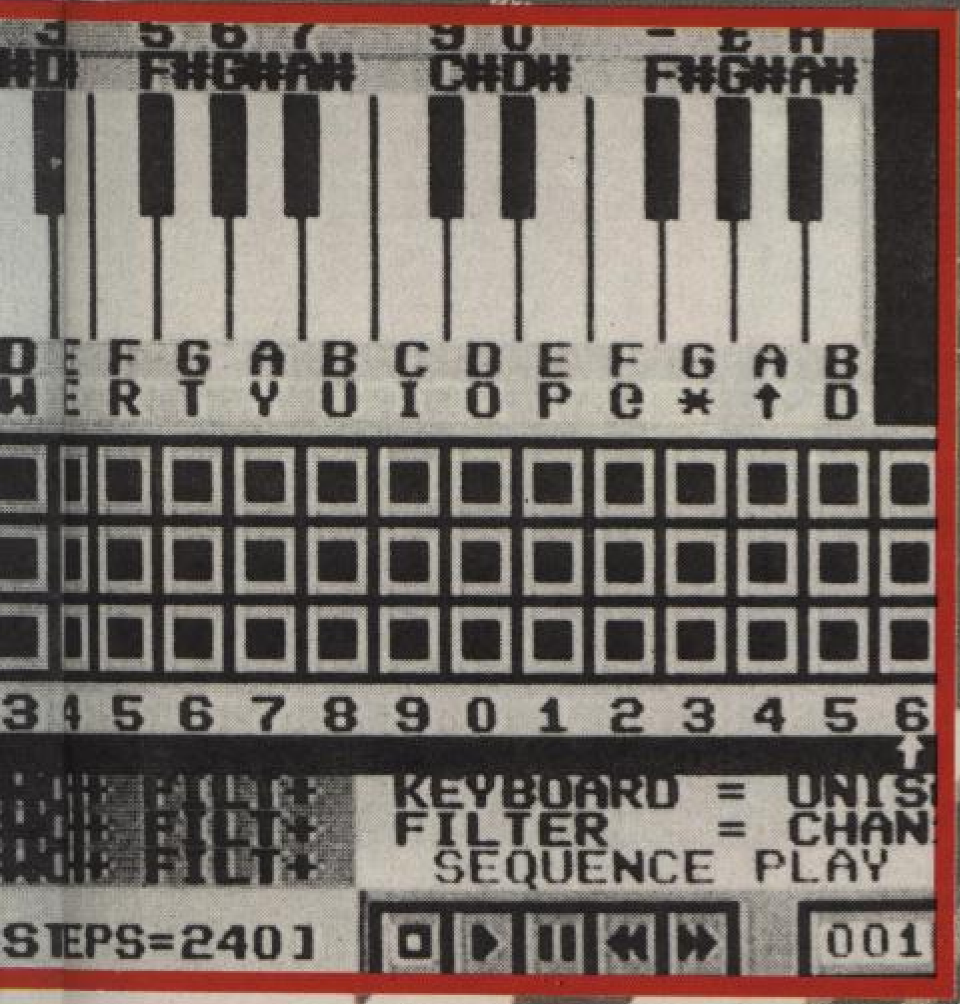
Offering sampling rates between 5 and 42kHz, *Future Sound* (£79.99) produces the best quality samples found on the Amiga. Like many other Amiga samplers it includes stereo sampling options but these are rarely very useful. Samples taken in stereo always use up twice as much memory as a mono sample as you're really taking two samples (one for the left and right channels) — even with 1Mb of RAM you're going to need as much spare memory as possible. The software is pretty unexciting in terms of options, just the usual cut and paste, reverse sample and mix facilities. Nevertheless it does score highly on sample quality and that's what sampling is all about.

Trilogic's *Sound Digitiser* (£37.99 for the stereo version, £27.99 mono) is a hardware only package. It's absolutely no use whatsoever on its own unless you know some pretty nifty programming techniques but it is compatible with most makes of sampling software including *Audiomaster* and *Future Sound*. If you're on a tight budget go for the mono version then send away for some public domain software brochures — you should come across some cheap sampling software which will work with this.

While *Future Sound* produces the better quality samples I would say that *AMAS* (£69.99) represents better value for money. You can sample between 1 and 28kHz in stereo or mono. You've got all the usual editing commands plus one or two nice extras: 'Bounce' turns a mono sample into a pseudo stereo one by panning from the left to right channels while a shrink option compresses a sample so that it takes up less memory. There is a noticeable drop in quality but it usually produces better results than sampling at a lower rate. So what makes this such a good buy? Not only does the package include all the necessary sampling hardware and software but you also get a built-in MIDI interface with MIDI In, Out and Thru ports which would normally cost you somewhere in the region of £30.



★Future Sound can allow you to steal all of your favourite Depeche Mode riffs!



★ Electrosound can turn you into an overnight Erasure!

What Is A Sampler?

A sampler is a hardware device which converts sound into a data form which can be understood by a computer, effectively allowing you to use that sound within your own music compositions. Complex algorithms within the sampling or music software calculate what the sample would sound like when played back at different pitches so if you so desired you could play back Beethoven's Fifth Symphony using nothing else but dog barks, a heavy metal guitar or just about anything you wish. The musical possibilities are endless...

A sampler records sound somewhat like a movie camera records motion. Where as a movie camera takes around 50 photographs a second, a sampler works at a much higher speed taking thousands of 'snapshots' per second. When the camera replays its photographs one after another in quick succession we see motion; likewise when the sampler replays its snapshots we hear sound.

Of course, the sampler isn't actually taking photographs — what it is doing is measuring the sound. How do you measure sound? Well sound is created by changes in air pressure. All the sampler does is to measure these changes, record them and output them again — the more measurements it takes the more accurate the sample will sound.

The quality of the sample is effected by several factors, the most important of which is the sampling rate (specified in kilohertz). This controls the number of snapshots taken per second — a rate of 18kHz takes 18,000 snapshots each second. Basically the more snapshots taken, the better the quality of the sample. Sampling rates upwards of 36kHz will produce a sample which is near indistinguishable quality wise from the original while rates below 10kHz produce samples which sound rather tinny, often with noticeable hiss.

Sampling is a memory intensive operation. Each snapshot generates a value which in turn occupies a piece of memory. Bearing in mind that thousands of snapshots are taken each second, even a short sample can occupy a large chunk of memory. For this reason the C64 is a less than ideal computer for sampling — 64K just isn't enough memory to take a decent set of samples and still be left with some space to write some music. Even on a 1Mb Amiga it's quite easy to find yourself running low on free RAM.

However, there are several techniques which allow you to reduce the amount of memory your samples occupy and yet still have some useable sounds. Not all sounds need to be sampled at a high rate to sound good. Sounds which are predominantly 'bassy' such as bass drums, bass guitars and suchlike can be sampled at a lower rate than sounds which contain a lot of high frequencies such as hi-hats and violins.

A good technique is to initially sample the desired sound at a memory-saving low sample rate. If the result sounds good or at least useable then go with that sample. If you don't like what you hear then resample at a slightly higher rate. Continue resampling at gradually higher rates until you end up with something you like. Sampling is a trade-off between quality and memory. Good quality samples are always desirable, but more often than not you're going to have to settle for something less than best in order to leave yourself with some spare RAM for other samples, and your music.

★ AMAS is good value for money and they even throw in a MIDI interface!



the think TANK

SIZZLER

NEWS

ATLAS ARRIVAL

● Editor of the extraordinarily famous Adventure Probe adventure fanzine, Mandy Rodrigues is the lady behind Atlas Adventure Software and is also the exclusive distributor of Incentive's *Graphic Adventure Creator +*.

The latest adventures from the Atlas stable originate from Australia. Authored by Dorothy Millard, a three-pack adventure collection is available for the C64, priced £5.50 tape/£6.50 disk. Titled *Harboro, St Jives* and *Lost In The Amazon*, Dorothy's adventures are all text-only. The quality of them is, unfortunately, not very high. The design is a little shoddy, illogical events spring up now and again and the atmosphere is lacking. However, for the price, they still represent good value for money.

The arrival of Incentive's *GAC+* for the C64 seemed to occur with little or no fanfare. Coming in sturdy packaging, on one disk, plus a 31-page manual, the main change from the original vanilla *GAC* is that *GAC+* can fully utilise the disk drive for the first time and you can now have an adventure spanning a maximum of 250 parts! — one part or section using all of the computer's memory. So, as you can imagine, you can end up with a pretty large game! This is welcome news for adventure authors who have complained about the *GAC* memory shortage for eons. One item to note, though, is that *GAC+* takes up a little over 1K more memory than the basic *GAC*. So authors may have trouble inserting old *GAC* adventures into it.

The only disappointment with GAC+ is that the disk drive enhancements are the only improvements. In fact, it appears that *GAC+* is not so much *GAC+* but *GAC USA* — which was designed to allow multi-part disk adventures from the outset — a program that was coded years ago! Nevertheless, *GAC+* is a welcome utility — if any adventure authors complete an adventure that takes advantage of the multi-part feature of *GAC+*, send it to ZZAP! and we'll have a gander at it.

The *GAC+* costs £29.99 or, if you return your old *GAC* cassette tape or disk you can upgrade for £10. (Contact: Mandy Rodrigues, 67 Lloyd St, Llandudno, Gwynedd LL30 2YP. Overseas readers add £1.00 per item to cover P&P.)

THE MISSION

Amiga (1 MEG ONLY!) £7.50
(Available from Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ.)

The trouble with you is that you're constantly being goaded into undertaking crazy challenges from Blenkinsop and his cronies. Fair enough, you did present them with Guinevere's shoelace — which totally ruined Sowerby-Jones — but Quetzicoatl's toothpick? Is there such a thing? Well, it's up to you to find it — and quick.

Such is the batty background to Jim MacBrayne's third adventure game, *The Mission*. The first two were created and placed in the Public Domain. Now Jim has decided to go commercial on us. A text only adventure, *The Mission* bears a striking resemblance to the old Infocom style.

The screen layout is very clean with the room location shown at the top of the screen. Text is plentiful, well written and humorous in places. The parser is very good accepting just about everything I threw at it. It recognises ALL, AND but not IT. You can RAMSAVE/LOAD, script a hard copy to the printer, change the screen colours, define the function keys and so on. Short-cut keys such as Z for 'wait' are welcome.

The puzzles are very ingenious, frustrating, maddening but always, in the end, very enjoyable. In fact some of the puzzles remind me of Infocom's Steve Meretzky-school of puzzling: you know, the tear-your-hair-out-and-collapse-in-a-fit-of-anguish type!

Jim should be given a rather large pat on a back and a rather large drink for his work on *The Mission*. For one man to develop his own adventure system, then produce an adventure of the calibre of *The Mission* is pretty darned impressive. Buy it, enjoy yourself and then write to Jim and demand a sequel.

ATMOSPHERE
86%
PUZZLE FACTOR
92%
INTERACTION
85%
LASTABILITY
92%
OVERALL
91%

BOOK REVIEW

THE SIM CITY: PLANNING COMMISSION HANDBOOK

Osborne McGraw Hill, £11.95
(Contact McGraw-Hill Book Co Ltd, Shoppenhangers Road, Maidenhead, Berkshire SL6 2QL.)

Here's a book that should reside on every *Sim City* enthusiast's book-shelf. The Handbook contains 193 pages of essential reading for any devotee.

Divided into nine chapters with two appendices, the book begins (after game boot-up instructions) with a description of each icon and its purpose, plus a description and explanation of the various reports presented. Chapter two presents a brief sketch of the historical development of cities, focusing on a variety of city patterns from the grid pattern used in American urban areas to the London pattern

presented before the Great Fire in 1666. Chapter three discusses the double-edged sword of human resources in the context of human planning and how it can be applied to *Sim City*. Yes, population enhances production and trade but you also have to face crime, pollution, overcrowding etc.

A whole chapter is then devoted to the sticky problem of heavy traffic. Actually 'real-life' urban planners have pointed towards the traffic-model as the most impressive part of the *Sim City* algorithm and that the routines in this part of the program are the most complex.

Ecology and Entropy fill chapter five. Ecological problems, a topical subject, are summarised here and explains how *Sim City* models those problems.

Crash Landing is the title of Chapter six that covers all types of *Sim City* disasters. The next chapter compares a real city with the game model and asks what significant aspects, if any, are missing from *Sim City*. Chapter eight takes a number of specific case study problems (such as falling land values) and discusses how to combat them. In a similar vein, the following chapter takes a look at classic mistakes made by other players and suggests solutions to those problems. The first appendix discusses the terrain editor while the second appendix looks at selected cities entered into a few *Sim City* competitions held over in the States.

With an extensive bibliography and index, lots of photos, screendumps and graphs plus an offer for a free copy of the Maxis newsletter filled with *Sim City* hints and a disk that contains the cities mentioned in the book, the Handbook is not only an essential purchase for any Sim City player; it should be looked upon as the *Sim City* bible.

LOOM

Lucasfilm/US Gold, Amiga £29.99

Okay, okay, I'm a bit late with this one — well you do want a thorough review don't you? Not the five minute jobbies offered by other, inferior mags?

Written by ex-Infocom man, Brian Moriarty, *Loom* presents you with another of Lucasfilm's animated graphic adventures in the tradition of *Maniac Mansion* and *Indiana Jones*. The main difference, though, is that *Loom* uses a unique musical interface to aid puzzle solving.

You are Bobbin, a member of the Guild of Weavers: a secluded race of people who actually weave the fabric of reality to create spells. They do this by the use of a staff, or distaff, which utilises short musical pieces to effect the spell.

The highly original, and rather involved storyline, culminates in the prospect of you, Bobbin, a 17-year old Weaver, having to solve the mystery of the disappearance of the whole Weaver race. Can you prevent the chaos which will surely follow?

Clues and objects are found by searching the screen with the mouse. When the cursor sweeps through a designated area a small cameo picture appears at the bottom of the screen. Click once to keep it there and click on the cameo to access any information it my contain. I do have reservations about collecting clues in this way but I must say that Lucasfilm's system works fine.

However, the game is centred around its musical interface which is innovative and brings a new dimension to computer games. To 'weave' the spell for opening, for example, you must type in the four required notes, via the keyboard. Type the correct sequence and the spell is initiated. You'll have lots of fun trying out different combinations of spells on unlikely objects.

The game comes with three levels of difficulty, which all affect how much help you are given with the musical interface. I'd certainly recommend Expert Level as you'll get the most out of the game this way — not to mention a bonus animation sequence.

Loom may be criticised for being too easy, especially for the money you're paying. This is a fair comment but nevertheless *Loom* is a wonderful experience. Graphically and aurally excellent coupled with the superb scene setting cassette that's included, *Loom* manages to exude a refreshing innocence reminiscent of the classic Disney films. Sit back and let it flow all over you.

ATMOSPHERE
93%
PUZZLE FACTOR
82%
INTERACTION
81%
LASTABILITY
73%
OVERALL
83%



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A-10 TANK KILLER

SIZZLER



Dynamix/Sierra, Amiga (1 MEG ONLY) £34.99

Being an American import, I managed to get my hands on *A-10* before Robin and from my experience with the PC version was able to review it quickly enough for this issue. So adventure fans needn't worry that Think Tank's going to turn into an sim section, and sim fans can be reassured this isn't a text adventure with fancy graphics!

A-10 Tank Killer is obviously enough a flight simulation of the USAF's A-10 Thunderbolt — or Warthog as it is affectionately known by all 'Hog-Drivers'. Those of you weaned on little else but F-16s might wonder what the hell an A-10 actually is. Primarily, they are used alongside battlefield helicopters in the close air support role. They are slow enough to identify and attack ground targets but they come with high survivability and a greater weapons load than helicopters. A-10s have a distinctive shape and the largest and most powerful gun ever mounted on an aircraft. Called the Avenger 30mm cannon, it fires depleted uranium shells at a rate of 4,200 rounds per minute. Enough to atomise a tank at 4,000 yards. It is generally rated as being 'one mean muvva'.

While the game is aerodynamically accurate it should appeal to the player who would normally avoid flight sims altogether: it won't snow you under with technical specifications. In fact, die-hard flight-sim fanatics will criticise it for its lack of certain details. For example, the game's A-10 is a two-seat version whereas the only active service version of the A-10 is the single-seat version. In addition, you don't have to land if you don't want to and the time has been compressed in certain areas. Also, the main flight adversary is called a MiG-27 — but looks more like a Su-25. However, Dynamix are fully aware of these facts. They intend *A-10* to be more of an entertainment package. That is not to say that flight-sim aficionados won't enjoy it. I am and I did!

In fact the graphics are *A-10*'s star quality. Dynamix have used digitised photos of real actors, taken on location, kitted out with real flight gear to give you maximum atmosphere. You want a realistic cockpit display? The game has a digitised cockpit from a genuine A-10! And there are other digitised screens of the aircraft itself (the weapon loading screen, for example). All of the other graphics are solid 3-D affairs which are detailed and smooth. A good demo of the 3-D graphics is the 'Vehicle Preview' option. This shows you each individual vehicle (including aircraft and helicopters) that you will meet in the game. Other impressive screens are the status screen which shows any damage taken, along with an animated weapons inventory and multiple views inside and outside of the aircraft.

The game itself consists of six different missions. They tend to be varied, multi-part affairs. For example, one mission asks you to hit a supply dump. However, you must also provide close air support for a platoon of tanks which will take out the SAM sites for you AND keep a nearby bridge open for allied support. In fact the main area of the game is the campaign. Here, you will cycle through each mission but every action you make will affect events later on. The more failures you have initially, the more difficult things will be later on — both for yourself and the rest of the armed forces. Dynamix have promised further scenario disks to load into the original game.

The great thing about *A-10* is that you really feel you are part of a team. Missions usually involve lots of aircraft and the inter-pilot chatter is an excellent feature. Radio messages appear on-screen informing you of mission updates, or orders from your flight leader or just to 'back off!' if you fly too close to someone during a mission.

When you play *Falcon*, for example, you get the feeling it is you against the world. However in *A-10* it is more of 'You hit the MiGs, I'll hit the SAMs and Buddy here will

DIPLOMACY

Virgin, C64 £9.99 cassette, £12.99 disk

Aaaahhh, memories. Yea, I remember, doing History A-level all those years ago. Then staying after class on Thursdays with the lecturer and four or five others to play the *Diplomacy* board game way into the wee hours. A game where friends ended up bitter enemies, names were called and fists flew — all because one treacherous swine had sneaked in the back door and pinched one chap's territory when the other guy thought he had a rock-solid treaty. Fun? Aye, we used to make our own fun in those days (strains of Hovis advert music) not like now wi'ya new fangled computer things and Virgin's computerised version of the classic. So how has the board game translated to the wonders of the C64?

Coming on a solitary disk, *Diplomacy* tells a story as old as time. You, of course, wish to rule the world. But to win you do not only rely on force. You will need to forge and break treaties, threaten countries, create non-aggression pacts. In short, be a typical politician — be nice when it suits you, lie through your teeth when necessary and stab a few backs when the chance comes for a few rich pickings.

After loading you can choose from two to seven players, any of which can be computer- or player-controlled. After that you select the computer player's difficulty level. Intriguingly, you can also choose to have a time limit on each player's moves. I never played the board game with one and never found the need for one with other players as they were much too eager to get on with the game. I suppose that the possibility may arise that some players may take a while in discussion with other players formulating a treaty — or spreading disinformation by making it look like he's arranging a treaty, or... well you get my drift. So a handy option if time is short.

The design of the game is of a high standard. All of the menus are logical while not being cluttered and, most importantly, you are given plenty of chances to back out of any hasty or accidental decisions.

After selecting the View Map option you will be transported to a simple graphic of pre-WW1 Europe. Each country, and sea, shown is divided up into a variety of areas. To win the game you must conquer a set number of these areas. Within the map section you can view where your troops or fleets lie and what territory you own.

As well as taking a gander at the last few moves made by all concerned you can also request reports on the military and political situation. A further option allows you to conduct the essential talks needed to win. After all, who can afford to attack one country with a second or third breathing down his neck? — ask Hitler about the wisdom of that move.

When you conduct talks with a particular country you are able to give a friendly greeting, abusive insults, threatening gestures, spread rumours or request military aid. The Issue Treaties option takes you one step further whereby you select the type of treaty you want. Later on your ambassador will report on your success, or lack of it. Incidently, any computer player set on the 'hard' difficulty level will give you the cold shoulder if you attack and then, later, offer an alliance.

Orders include moving, staying put and supporting another unit's move. This support is essential at times because if



blast the anti-aircraft guns. Let's go for it. Yee-hah!' So you feel more involved, the action appears more realistic and you end up with a real knot in your stomach when you hear 'I'm hit! I'm hit!' and you watch your wingman turn into a ball of fire. *A-10 Tank Killer* is thoroughly recommended — it is pure entertainment.

PRESENTATION
84%
GRAPHICS
90%
SOUND
80%
HOOKABILITY
93%
LASTABILITY
91%
OVERALL
90%

another unit from an opposing country wishes to move into the same area the country with the most supporting units wins.

The convoy order is a nifty time saver. Basically, troops can leapfrog over a stretch of water to another land-mass if they have a fleet (or another country's co-operating fleets) on that body of water. At the end of the turn, new units can be built on supply centres — thus you move, hither and thither — throughout the land.

Virgin's *Diplomacy* is a good interpretation of the board game and is especially useful for solitaire play. For games with groups of 'humans' the computer game fails in comparison to the board game which offers better presentation and a less cramped atmosphere produced by seven people huddled around a TV/monitor. However, that is not to say that computer *Diplomacy* is unplayable during multi-player human games — far from it.

The computer opponents are mostly lacking in challenge, even on the hardest level. However, this is to be expected when matched against the deviousness of the human brain. In addition, the game plays commendably fast. So, any increase in computer AI would slow the whole thing down dramatically.

Recommended for solitaire play, Virgin's *Diplomacy* can still be a used for live games, but you must be aware of its inherent limitations.

PRESENTATION
74%
GRAPHICS
70%
SOUND
15%
HOOKABILITY
83%
LASTABILITY
81%
OVERALL
80%

POWERMONGER

Electronic Arts
Amiga £29.99

The sequel to the enormously successful *Populous, Powermonger* was actually conceived during the development for *Populous* and has many similarities in graphic viewpoint as well as the control system. The suitably power-mad plot concerns your arrival in a new land ruled by various tinpot leaders. Since you were a king in your old realm, you decide to show these leaders what war is in a merciless drive for conquest.

The world of *Powermonger* is composed of a whopping great map divided up into 195 different territories. You start at the top, left-hand corner of the map, working your way down until you reach the most difficult territory positioned in the bottom, right-hand corner.

To gain control of each territory you must bring two thirds of that territory's population under your control. You do this by roaming over the territory's habitable areas conquering armies, village populations, etc. With each conquest a small set of scales will tip in your direction indicating the percentage gain towards victory.

Combat is an automatic affair. You just click on the 'attack' icon, point to the desired spot and watch your army launch an offensive. If you win, food can be taken from village stores and surrounding livestock. Any villagers who have not been slain are recruited to the cause. If a village has a workshop new weapons can be invented and constructed via the 'invention' icon. In this way you can steadily upgrade from pikes to cannons. Inventing takes advantage of the surrounding natural resources. So if your men invent pikes you will notice them chopping numerous trees down. Metallic weapons will need the assistance of a nearby ore mine.

In all actions, your posture will be the most important variable. So in combat, an aggressive posture will, more than likely, result in all of the defenders being put to the sword while a passive posture will spare as many as possible. Similarly, you have the option to trade with a village rather than attack it. Settlements will trade items for food. Here, an aggressive captain will trade a cannon before a passive captain will, for example.

Apart from the original captain that you start the game with, you also have the option of utilising any of the defeated captains that decide to defect to your side. Each captain is rated for strength (or life force), the amount of men under his command and the amount of food carried.



A status box can be accessed which displays further captain stats such as aggression level and speed.

The *Powermonger* perspective is an improvement on the novel *Populous* 3D. Now you can rotate the view, as well as zooming in/out. *Powermonger* also boasts weather — rain and snow come and go with the seasons. Rain will affect the speed of your marching soldiers and, of course, food will be hard to come by in winter.

Powermonger is a very addictive game to play. Graphically and aurally it is excellent. For example, you will see and hear tiny sheep grazing and bleating. Your men may disturb a flock of birds as they trudge through the landscape whereupon you'll see and hear the birds as they rise into the sky (their shadows receding on the ground). However, I do have one or two reservations. Firstly, considering

Powermonger is a wargame there is a dearth of tactical play. I can understand Bullfrog wanting to appeal to a wider audience than the normal wargame specialists, but just to have your men fall upon every settlement as a rowdy mob is stretching things a bit far. The only essential tactical combat variables tend to be weapons and the numbers of soldiers involved. Even a few simple, tactical formations would have been handy (and more believable).

In addition, I considered the reports to be lacking in certain areas. For example, if I asked my men to invent something why didn't they report back to tell me that they had just invented 'X'? The only way I could analyze this information was by clicking on individuals or the workshop itself to see what each man was carrying or what stock the workshop contained. Even then I was confused as to exactly what had been invented in the first place.

Powermonger is a very good game that has immense value for money and many unique and well-designed features (such as the seasonal changes). However, the niggly aspects take some shine off of what could, and should, have been a Sizzler.

PRESENTATION
90%
GRAPHICS
91%
SOUND
84%
HOOKABILITY
80%
LASTABILITY
80%
OVERALL
82%

CARTHAGE

Psygnosis, Amiga £24.99

Carthage (no — not the bony stuff in your knee) was, in times of yore, a rather wealthy Phoenician city on the Gulf of Tunis. All would have been well and good if the Romans hadn't got the hump and decided that it wanted a piece of the Phoenician pie. Three wars, known throughout history as the Punic Wars, followed.

Now's your chance to get even with the Roman rotters in this game that is promoted as a blend of both strategy and arcade. You play Diogenes, the hero who is going to save Carthage from the rampaging Romans.

The strategic elements of *Carthage* are played via a top-down map (generated using some very nice 3-D fractal routines, by the way). You also have a bit of god-given sight that can assess the enemy's forces and positions. In response you can create armies from the city reserves. Armies normally consist of archers and infantry. However, other tactical weapons can be utilised such as elephants and catapults. The latter cannot be created but must be taken from their scattered positions before the Romans get them. Loyalty, strength and experience increase with combat — although fatigue can also hit. Such a unit must then rest.

To buy these units and pay and maintain their upkeep you'll need a constant supply of gold. Gold is obtained via transactions with merchant ships that visit the mainland. Keeping a low stockpile of cash will encourage more trade and more cash to flow in. However, to distribute the dosh to the neighbouring cities will require a bit of legwork (or rather, wheelwork) because you will need to take the gold via chariot to each city.

To visit a city, you drag your character's icon to that city (every unit and army in designated by icons of some description). After that the game shifts to a new view, just behind your chariot, at ground level. This is the arcade bit, a race game, using the joystick. You manoeuvre your chariot around the winding roads, dodging past numerous obstacles that threaten to dislodge a portion of you gold, sending it onto the road. There are also Roman assassins to contend with. These characters are also in chariots. When you catch up with one the view shifts to an overhead view of both chariots. Using a combination of whipping your opponent and spiking his wheels with your wheel spikes you must run the guy off the road. If he wins you lose all of your gold and must hitch a lift back to the city you started from.

Carthage does have its good bits. The graphics are excellent and the sound is pretty good. The basic storyline and the use of this time period is to be commended. Apart from *Annals Of Rome* I find it difficult to remember any game, worthy of note, that uses this section of history so a pat on the back to Psygnosis for that. The method of viewing the tactical map is well-designed. Basically, the program remembers when you ask for a new angle or zoom level. It then lists it, in the form of



a mini-graphic, on a separate screen for your immediate selection later on.

There are a number of problems, though. The arcade section dominates to the detriment of the game because this section is pretty repetitive and becomes boring very quickly. The manual offers little in the way of tactical thought (a brief mention of the advantage of height and that's about it). The game doesn't handle the tactical sequence very well. You do not feel that you are pitting your wits against a wily old general. It's just a matter of throwing in large numbers and hoping for the best. No tactical feedback is present at all in this area (formations, strengths of one unit type over another, etc).

I wish software houses would stop designing these silly strategy/arcade hybrids. They try to make strategy attractive to everyone, but only succeed in wasting everybody's time. While *Carthage* does have its good points, there are too many design faults to warrant your attention.

PRESENTATION
77%
GRAPHICS
88%
SOUND
81%
HOOKABILITY
62%
LASTABILITY
56%
OVERALL
66%

BETRAYAL

Rainbird, Amiga £29.99

The West Marches is ruled by a duopoly. The King and Bishop each has a court filled by courtiers presented by the knights of the land — you are one of them. Now, courtiers hold great influence as all matters of State are put to a vote in the respective Courts. If, by some chance or design, one of the knights could have more courtiers in each Court than any other then that knight would gain a majority. A chance to seize power and depose both Bishop and King would then present itself, replacing them with a suitable puppet ruler. If both Courts are so ruled then that knight is declared the winner. This is your task.

In *Betrayal*, four knights battle it out: managing estates, collecting taxes, creating armies, declaring war on a regular basis, spying and other noble acts. After a difficulty level has been decided upon in addition to other game options, you must travel to different villages. Villages supply taxes, wheat (the harvest of which you must personally initiate), pottery to sell and militias (for defence and for your army). A self-sufficient village is your aim, otherwise you'll have to finance it out of your own pocket. You'll also have to watch out for your popularity which, if it falls below a specified level, will result in rebellion.

At Court you must have at least 13 courtiers to overthrow the King or Bishop. To gain courtiers you must pay regular taxes, assassinate other courtiers, accuse them of treason and so on.



When travelling you will see your knight on horseback, traversing the countryside between villages. During this time he can find cash lying around on the floor and be mugged by... er, muggers. Combat is a simple arcade beat-'em-up, viewed side-on.

Actually it is in the combat area that the whole game falls down. Here we have a game which promotes quite a bit of depth in its gameplay. Intrigue, assassinations, treason, economics etc, all combine to make a promising game. Then the combat comes along and spoils it. The combat is far too simplistic and lacking in any skill or judgement to be of any use to anybody. It reduces the game to a lottery. Frustrating, as combat is an important area of the game. What a shame.

PRESENTATION
77%
GRAPHICS
80%
SOUND
74%
HOOKABILITY
68%
LASTABILITY
65%
OVERALL
70%

CONFLICT

16 Blitz, Amiga £4.99

The Israeli Prime Minister has just been assassinated and guess who's just got his job? According to Mastertronic's 16 Blitz game of Middle East conflict in 1997 — it's you. The objective is straightforward enough. Just get every neighbouring country to collapse. You read the headlines from various newspapers each month. As you might expect, the radical Arab rags just don't see the situation in the same light as the Tel Aviv Times, so the news not only makes amusing reading but also provides an essential insight about the underlying political stances of neighbouring governments.

Then it's off to the War Room to study the situation map. It is here that the Cabinet gather to urge you forward to a greater Israel. A simple graphical interface allows you to examine, country by country, the status of each nation, as well as its current political posture towards the Holy Land.

It is in the War Room that you are reminded by the opposition party of the government's present international prestige. This is a barometer which is easily altered up (when you assert military and/or political strength) or down (if you show signs of weakness of compromise).

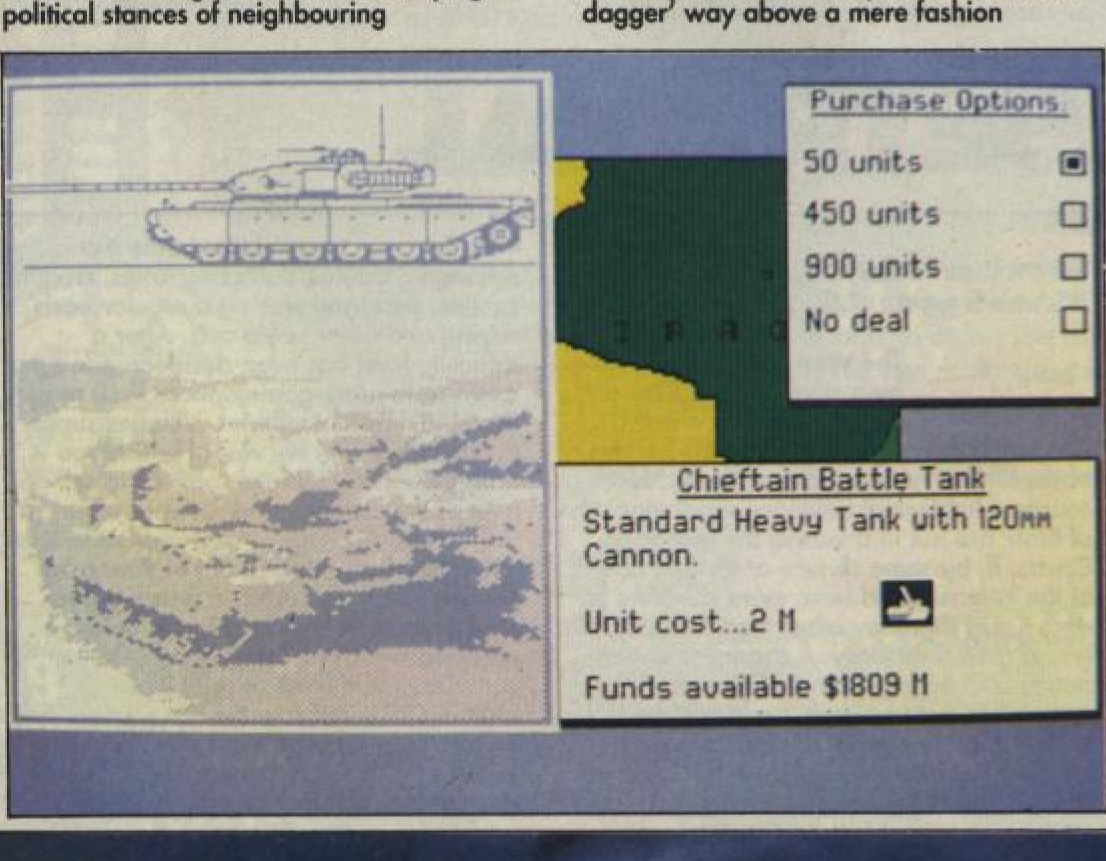
Mossad (the Israeli secret police — Ed), the chaps that raise the phrase 'cloak and dagger' way above a mere fashion statement, can turn the enemy's rabble into rebels, create emergency insurgencies, do coups and will even throw in the odd assassination.

When the situation looks tough you can always save yourself with a US grant. With your advisors egging you on you can see what the US, Great Britain, France and other independent arms dealers have to offer on the hardware front this month. The selection improves from a supplier if you become a steady customer but the US tends to have the best selection — surprise. Arms include helicopter gunships, strike aircraft, SAMs, etc.

You can raise international tension by stirring the pot a bit. An aerial strike here and there works wonders. Don't let things become too tense, though, or the US might intervene and blow the whole war by peacekeeping or force an arms embargo upon you. Spoilsports.

Dealing with the Palestinian homeland is a sticky problem as you must keep the tension manageable. Picking winnable fights and developing nuclear capability is the key to success. Oh, and if a neighbouring country develops nukes you'll know to despatch a strike force to keep them in line, won't you?

While not striving for a realistic simulation, *Conflict* is a surprisingly entertaining game of Cold War politics that is easy to learn and available at an attractive price.



PRESENTATION
74%
GRAPHICS
70%
SOUND
51%
HOOKABILITY
83%
LASTABILITY
80%
OVERALL
81%

ARCA… HOGG'S DA…

As coin-op conversions increasingly dominate the charts it's no surprise software houses are snapping up the licences. Ocean are practically wedded to Taito, but still playing the field with Williams (*NARC* and *SMASH TV*), UPL (*Toki*) and Mitchell (*Pang*). US Gold are a bit more faithful, firming up their ties to CAPCOM and Sega while Domark remain committed to Atari Games. ROBIN HOGG takes a look into the future of C64/Amiga releases with a trip down the arcades and another wodge of expenses.

SMASH TV (Williams)

'It's Showtime!' cried the host of Williams' follow-up to *NARC* and if you've seen *The Running Man* you'll be instantly at home with this brilliant slaughter-'em-up. What this reminds me of is a TV advert in said film for a 'Climbing for Dollars' game show where greed is all and death a minor worry.

Any sequel to *RoboTron* doesn't need a plot and *Smash TV* doesn't disappoint. Sure you're a contestant in a game show called *Smash TV* and sure it's recommended that you collect the gold, holiday vacation tickets and surprise goodies to make it all worth while. But the REAL fun is in picking up extra weapons and blasting the literally hundreds of henchmen that come flooding out of the gates to pummel you, blow you up, tramp on you, smash you, maul you and generally turn you into mincemeat. Throw in some of the nastiest, most vicious end-level mothers I've ever had the bad luck to face and you have CARNAGE. My only complaint against it is that no-one will ever complete it. With so much stuff thrown at you constantly it's just so tough but you have one hell of a blast trying.

The graphics are similar to *NARC*'s rotoscope animation only viewed from above. They're packed with detail — the fat guys laden with dynamite swagger along, the clubmen look downright vicious and the guts really do fly when a man steps on a mine. Violence is everything and I love it. A classic.

Probe are converting *Smash TV* for Ocean for late 1991 with Nick Jones (*Cybernoid 1/2* and *Stormlord*) handling the C64 game. Needless to say, Nick's facing an uphill task given the sheer number of sprites involved and as a C64 programming challenge it overshadows even *G-Loc*.



G-LOC (Sega)



When I was down Southend way with the Apex ladz (subtle namedropping eh?) I finally got round to seeing this baby, the long-awaited sequel to one of my all-time faves. Thirty seconds later my illusions of brilliance were shattered — honestly I can't think of a bigger disappointment this year. No surprise to see very fast moving, colourful, large

AY AT THE ADES

graphics flashing past but there's no real perspective to them, particularly in the canyon stages. There's planes flying past at top speed in the usual fashion and a groovy effect when an enemy MiG comes up behind and the view jumps to outside both aircraft (mixing vector graphics with layered graphics), but there's nothing to really grab the player. The graphics are pretty good with a bit more variety and a nice windscreen shatter effect, the afterburner throttle is more controllable and the soundtrack gives *Afterburner* a run for its money but otherwise it's business as usual.

A more sophisticated Head-Up-Display, flight sim-type perspective and mini-mission briefings suggest a bit more depth than the original, but it's still pretty simple. The structure has been reworked: instead of one overall mission, *G-LOC* is for the most part a mini-mission game with each stage having its own objective, more often than not involving downing a specified number of MiGs or ground targets. Fail to meet the target or get shot down and that's it — this one is tough! I might go back to this again some time due its speed effect but *Afterburner* had more action, more of a pace to it and more style. In the R360 cabinet (which can spin the player onto his head — Ed) it could be good fun, otherwise no way.

The original *Afterburner* (by Activision) was a dire effort so US Gold could do for the *Afterburner* series what Ocean did for *Chase HQ* with *SCI* — namely produce a definitive version to erase the ignominy of the original. *Turbo Out Run* and *First Strike* prove the C64 can handle it technically, so here's hoping!

PIT-FIGHTER (Atari Games)



And Atari fare little better with *Pit-Fighter*, an anticlimactic beat-'em-up given Atari's pedigree for originality. Three players take on the mantle of specialised fighters, each with their own unique moves. There's oodles of digitization, everything right down to the status panel faces and the attract mode is digitized. Unfortunately the attract mode is about the best thing of *Pit-Fighter*. The actual fighters are obviously animated from real people, with some good falls and punches. Unfortunately it lacks enough frames of animation to make for a convincing effect. Also lacking is the attention to detail associated with the more traditional coin-op graphics of beat-'em-ups like *Final Fight* and *Combatribes*.

Good fights give cash rewards, while bonuses are given after each fight for knockouts and brutality per fight. Best of all is the grudge match where all three players slug it out amongst each other. The zoom in on each killer punch is a nice effect but a beat-'em-up has to offer a lot more than a novel digitized effect to keep me hooked.

Domark's close links with Atari Games (whose coin-ops go on the Tengen label for home computers) mean they're the hot favourites for getting the licence but as yet Domark have yet to sign any contacts. Despite the ordinariness of the coin-op, a stylish conversion could make this a home computer hit.

MOON WALKER (Sega)

After the overly long pop video of the same name comes the video game. With coin-op power behind it, Mr Michael 'Anti-Violence' Jackson really gets to take on and take out the bad guys. As in the movie, kiddies are in trouble and Mr Big is doing his drug-peddling stuff. Ripe material for Michael to dust off his dancing shoes, get the dance magic going (his source of firepower!) and occasionally turn into a robot (thanks to Bubbles the monkey!) in his battle with robots, scout walker lookalikes, laser guns and countless henchmen. If you can accept that there can be up to three Michaels running around (what a thought!) then there's actually a pretty decent game behind it.

It's inevitable that the graphic and sonic quality will be high given the name — Michael sports some excellent animation especially when he executes a dance move (complete with Baddies getting in on the act). Sonics are also impressive, if you haven't already overdosed on Wacko's hits. Overall, dated gameplay offering little new but spruced up enough in the graphics department to make it worth a few goes.

The *Moonwalker* coin-op is completely different from the original US Gold game — and a lot better. The *Zaxxon*-style 3-D should pose no real problems for the C64, let alone the Amiga, while gameplay is fairly strong. Nevertheless, US Gold have no plans as yet to do a conversion.

COIN-OP NEWS

Watch out for the sequel to *U.N. Squadron* coming soon, titled *Carrier Airwing*. It's more of the same familiar aerial action with some of the original's graphics in there (Capcom *do* like that B-2 Stealth Bomber graphic!) but no word on release, conversions or anything. Capcom's *Magic Sword* looks similar to *Black Tiger*, only better and is being converted by Probe for US Gold. Also on the US Gold slave gang are Tiertex, currently working on Sega's '*Golden Axe* meets *Alien Syndrome* meets *Beastbusters*' blast, *Alien Storm*. One Sega coin-op US Gold have yet to announce getting is *Ghosthunter*, which should be arriving on our shores soon. And after them the hot news on the Japanese streets is of an *Operation Wolf 3* sporting three guns, and a *Chase HQ III* as well.

Already in the arcades is Atari Games' sequel to *Hard Drivin'*, namely *Race Drivin'*, complete with new tracks (including a spectacular corkscrew), a choice of cars to drive and a two-player option. Domark have the licence for it, but have already programmed their own sequel, *Hard Drivin' 2*, which boasts a new track, more cars and a track designer. After C64 *Hard Drivin'*, both titles are virtually certain to be 16-bit only.

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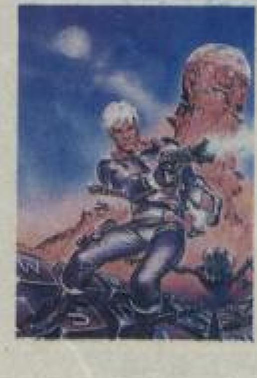
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● By the way, here's what just a few of ZZAP!'s many celebrity readers have to say about their fave mag (ZZAP!, silly!)...

'Nice to read ZZAP!, to read ZZAP! nice!' — Bruce Forsythia
'I prefer it to a cup of tea!' — Boyo George
'I can't get enough of it.' — Pamella Bordello
'ZZAP!'s the way to do it! — Mr Punch
'I wouldn't drink anything else.' — Oliver Ride
'Burp!' — Clyde Radcliffe



● Two pocket TVs are up for grabs from Thalamus!!





Hi, Maximus Mouse here. Remember me? I'm the star of Thalamus's latest hit, *Summer Camp*. Yeah, I'm the poor little guy who has to go looking for a replacement camp flag. I have to go all over the place to find one: the Wild West, down a Gold Mine and finally, taking a trip to the moon. Mind you, I have some fun along the way, dodging and shooting assorted nasties, jumping around platforms to find the parts needed to assemble my Acme build-it-yourself vehicles.

Well now Thalamus are planning a sequel: yep, you guessed it, *Winter Camp*, but they're having trouble thinking up new levels for me to explore. What they want you to do is design a level for the game. And there's a great incentive too: the two best designs will win their senders a mouse-size Citizen pocket TV with 2.2-inch colour LCD screen. It's great fun as you can watch your favourite proggies anywhere: in the car (not while you're driving, though!), on the bus or even on the toilet (good for horror films!).

In addition, 15 runners-up will get copies of *Summer Camp* (so please state whether you own a C64 or Amiga).

So don't just sit there, get designing! I asked our arty-farty, Markie, to give you a few pointers. He says all you need is a big crayon and a straitjacket! If the winning designs are good enough, they may be used in the actual game. Obviously any designs submitted will become copyright of Thalamus and the only reward offered is the chance to win one of the prizes listed above. Also, competitors are expected to ensure that their ideas are original and don't infringe anyone else's copyright.

Once you've designed a level, send it to *Newsfield, CRACKING CAMP COMP, ZZAP!, Ludlow, Shropshire SY8 1JW*. Usual competition rules apply and entries must reach us by February 28th, at the latest.

*If zzap think this is funny then I'll kill em' – me!!

BOXED HISTORY



It seems a long time ago now, but once upon a time games came out, then quickly — and not so quickly — shuffled off the shelves into obscurity. Nowadays games seem almost immortal, being endlessly rereleased, occasionally even remixed, but mainly repackaged as budget and compilations. The latest batch gives newcomers an excellent opportunity to quickly and cheaply build up an essential software collection, while veterans can catch up on those hits they missed first time around. Below, the ZZAP! team evaluate the compilations, noting the marks games got on their release and how well they've stood the test of time.

SEGA MASTERMIX

US Gold C64 £15.99 cassette, £19.99 disk; Amiga £24.99

C64: US Gold began 1990 with the high octane growl of ***Turbo Out Run*** (97% and a Gold Medal). The game zoomed up the charts to be US Gold's Xmas bestseller (across all formats) and won a clutch of ZZAP! readers awards (Game Of The Year, Best Coin-Op Conversion and Best Sound). Programmers Mark Kelly and Steve Crow picked up Best Programming Team award as well, so how does the game stand up now?

Very good indeed, is the answer. The superlative presentation with an excellent hip-hop version of the coin-op tune is still astounding. The basic gameplay, a Ferrari F40 racing a Porsche across America for the favours of a beautiful blonde is simplistic but addictive. Beautifully drawn and incredibly fast graphics make it an unmissable experience. The only drawback is a hefty cassette multiload between stages.

Crackdown was US Gold's next hit Sega conversion. An overhead-view game with a split-screen for simultaneous two-player action. Mow down the baddies and plant the bombs before hitting the exit! 16 levels make for a big challenge and the game won a 90% Sizzler. Phil had his reservations about this 'souped-up *Gauntlet*' and a year on it's not so impressive technically. Playability remains high, though.

The last US Gold game here is also the least, the company's big hope for Xmas 1988 which ended up in flames (well, 69%). ***Thunderblade*** is a fairly simplistic shoot-'em-up distinguished by mixing levels of into-the-screen 3-D with overhead-view, vertical scrolling 3-D. Chris Butler crammed in the coin-op speed, but some wobbly overhead graphics and unremarkable gameplay make for a dull game.

Rounding up this compilation there's two Sega conversions from Activision. ***Dynamite Dux*** (57%) sadly dropped the two-player mode, but is otherwise an okay conversion of a simplistic horizontally-scrolling beat-'em-up cum shoot-'em-up, enlivened only by weird cutesy characters. ***Super Wonderboy*** (68%) is a horizontally scrolling arcade adventure with some tiny sprites. A frequent multiload combined with some very short levels doesn't help matters either, but it's nice enough as a filler.

RECOMMENDATION: If you haven't got *Turbo* and *Crackdown* this is a very worthwhile collection, otherwise its value is more dubious with three weak titles.

AMIGA: Not really as exciting, with only *Crackdown* standing out with a 90% Sizzler rating. Both *Turbo* and *Thunderblade* are respectable with 80% each, while *Dux* boasts a two-player mode but still only earned 65%. The simplistic *Super Wonderboy* (36%) suffers lengthy disk accessing of C64 standards.

THE HOLLYWOOD COLLECTION

Ocean, C64 £14.99 cassette, £19.99 disk; Amiga £29.99

C64: Glorious hype, but perhaps a little hollow. Possibly the most notable game here is ***RoboCop*** (89%), simply because it's taken so long to be compiled. Despite being released in February 1989, it dominated 1990's charts long after superior games such as *The Untouchables* had faded away. While a very nice looking game and superbly structured, mixing side-on horizontally scrolling shoot-'em-up action with shooting gallery and ID puzzle sections, it doesn't play nearly as well as it should. There's just one life to see you through some incredibly tough action — programmer John Meegan has completed level five only twice!

By comparison ***Batman — The Movie*** plays brilliantly, earning 96% and a Gold Medal on its release. Loads one and three contain large, side-on view mazes of platforms and ladders, packed with villains armed with machine guns and gas grenades. The ability to swing from the platforms on a batrope is particularly good fun. Load two provides excellent variety, with a 'Mastermind'-style puzzle game to identify lethal chemicals, and two horizontally scrolling sub-levels. In the first the Batmobile is racing out of Gotham City: the batrope allows some snappy right angle turns into the screen as you follow yellow direction arrows. The second sub-level has the Batwing flying through Gotham: cables attached to gas-filled balloons have to be cut with the wingtips of your aircraft. Great



fun.

Unfortunately US Gold's ***Indy: The Action Game*** (72%) was a much less ambitious project. Four levels of side-on view platforms and ladders follow the plot of the movie fairly closely, including an archaeological dig, on top of a speeding circus train and aboard a Zeppelin. The final level is an unremarkable *Metrocross*-style trip through the Holy Grail caverns. Still not bad as filler.

Much worse is Activision's ***Ghostbusters II*** (39%). Level one is an off-beat shoot-'em-up with Ray Stantz winched down a sewer shaft infested with ghosts. Level two is a horizontally scrolling shoot-'em-up with the Statue of Liberty taking on the ghosts, while the final level uses isometric 3-D. Loads one and three are too short, and two overly difficult.

RECOMMENDATION: Plenty of hype, but only *Batman* stands out as a first-class game. Would have been unmissable if Ocean had included *The Untouchables* instead of *Ghostbusters II*.

AMIGA: Again a dramatically mixed bag. *Indy* (42%) and *Ghostbusters II* (60%) are fairly dire, but Amiga *RoboCop* (92%) has dated less badly than the C64 game. Top-notch ST graphics combined with high playability make this good fun. But the stand-out game is *Batman* (97%) which boasts some genuinely jaw-dropping graphics with the Batmobile and Batwing sub-levels being turned into 3-D, into-the-screen spectaculars. The rest of the game isn't too bad either with some great music to boot.

SYSTEM 3 PACK

US Gold, C64 £15.99 cassette, £19.99 disk

C64: System 3 is one of only two software houses to develop primarily for the C64 (the other is Thalamus) and 1990 was an excellent year for them. Top of the heap was ***Myth*** (94%), the 'ultimate arcade adventure' which sends you back through the ages to experience four mythological settings, each a massive load with spectacular graphics. Gameplay mixes platforms and ladders, beat-'em-up action and puzzles to good effect. The final level is completely different from the rest, and is rumoured to be one of the best horizontally-scrolling shoot-'em-ups seen on the C64. A murderously difficult level three, Egypt, makes getting there very difficult, though!

By comparison ***Tusker*** *(90%)* is a bit dated, an overly familiar flickscreen arcade adventure-type game. Nevertheless an involving *Indiana Jones*-type scenario combined with high production values and good graphics makes this an involving game. 60 screens split into three loads provide a good challenge.

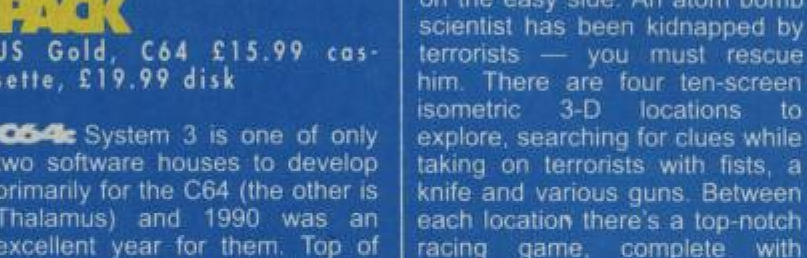




Vendetta (93%) was also slightly overrated, but only because it turned out to be a bit on the easy side. An atom bomb scientist has been kidnapped by terrorists — you must rescue him. There are four ten-screen isometric 3-D locations to explore, searching for clues while taking on terrorists with fists, a knife and various guns. Between each location there's a top-notch racing game, complete with attack helicopters and police cars. Still immensely good fun if you don't mind the lengthy multi-load.

The final game here is simply the best beat-'em-up available on the C64, namely ***International Karate +*** (97%). It's all out beat-'em-up action with three fighters competing to get the most punches, kicks etc to win six points before time runs out. Beautiful backdrops and a bonus sub-game after every two stages makes this an absolute classic for one or two players. If you haven't already got it at full price, or more recently on the Hit Squad label, get it now!

RECOMMENDATION: Unmissable for newcomers with four top-notch games. Veterans must decide if the one or two games they haven't already got justify the price.



AMIGA: So far only *International Karate +* (86%) and *Tusker* (very mediocre) have been converted to the Amiga, so no Amiga compilation!

PLATINUM

US Gold, £15.99 cassette, £19.99 disk; Amiga £24.99

C64: The companion compilation to the Sega Mastermix, this is US Gold's CAPCOM extravaganza. Probably the pick of the bunch is ***Ghouls 'N' Ghosts*** (96%) which must be one of the most varied and imaginative coin-ops ever. Five levels freely mix horizontal and vertically scrolling action to superb effect. Graphics aren't immediately impressive, but there's plenty of detail and the sound is utterly awesome. It's *very* tough but great fun!

Programmers Software Creations also converted ***LED Storm*** (94%), a simple but superbly playable race game viewed from overhead. You zoom along the race track avoiding all sorts of hazards (especially juggernauts), leaping across gaps and shaking free frogmen (!). The soundtrack is excellent, and although a tiny bit dated, there's nine levels of pure entertainment for speed freaks.

The second Sizzler of this collection is ***Forgotten Worlds*** (93%). It features one or two jet-pack-wearing heroes floating across six worlds, both vertically and horizontally scrolling. It's a pure blast-'em-up, with some impressive graphics and nice interlevel screens. Unfortunately it's dated a bit badly, the control system is overly awkward while the action is a bit dull. A bit average nowadays.

The final two games are both disappointing. ***Strider*** was a superlative coin-op packed with imagination and action. The athletic cartwheeling hero, armed with a laser sword, fought through five levels, sadly hacked into smaller, lesser pieces for the C64 conversion (42%). By comparison ***Black Tiger*** was a mediocre coin-op to begin with. Lots of platforms to leap between maybe, along with people to rescue, but unremarkable graphics and end-level monsters. A good C64 conversion (64%) couldn't redeem the dull gameplay.

RECOMMENDATION: For coin-op enthusiasts this and the *Sega Mastermix* are an excellent way of getting lots of conversions relatively cheap. For other purchasers it's another mixed bag, but anything with *Ghouls* and *LED* is good value!

AMIGA: The Amiga *Ghouls*

'N' Ghosts (85%) disappointed mainly because it was basically an ST port and made little use of the Amiga's superior capabilities. The basic gameplay is still pretty good, though, and the music's great. *LED Storm* (92%) was a simpler coin-op to convert and there's still little to criticize about this very fast race game. Good fun and excellent rock music. *Strider* (96%) was converted by Tiertex, and although little improved over the ST, the zestful playability of the imaginative coin-op is certainly there. Most of the coin-op elements are there, and although it's technically dated — good fun! *Forgotten Worlds* (97%) has stood the test of time less well, the graphics are nice but no longer compensate for dull gameplay. The control system is awkward too! By contrast *Black Tiger* (63%) is mainly spoilt by a poor coin-op. Overall, though, this is a very good Amiga compilation and definitely recommended.



CHALLENGERS

Ubi Soft, C64 £14.99 cassette, £19.99 disk; Amiga £29.99

C64: The first of two Ubi Soft compilations is a fairly sporty one with ***Fighter Bomber*** (63%) being the lone exception. Activision's flight sim is spoilt by its sluggishness, considerably reducing the excitement of combat. Nevertheless, there's some attractive external views of the plane and eight missions to attempt.

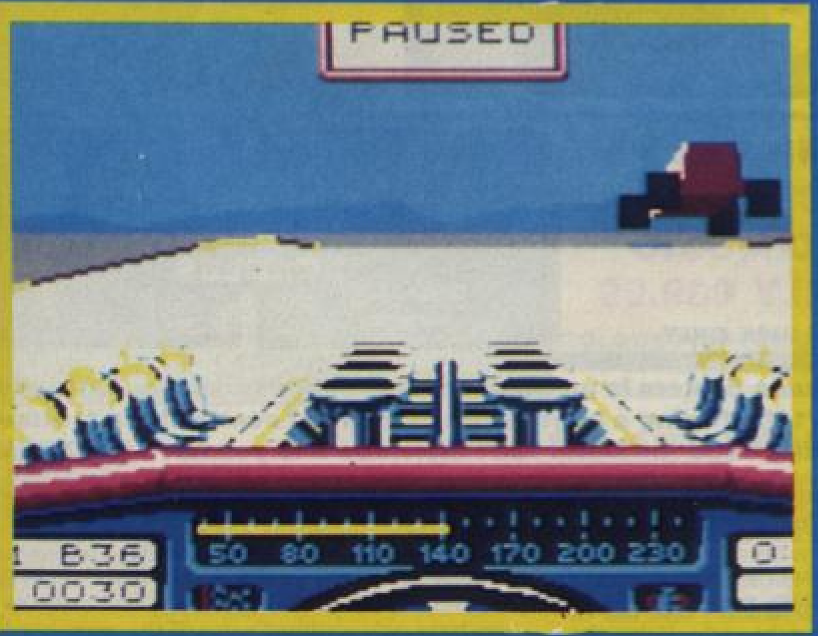
Next on court is Ubi Soft's own ***Pro Tennis Tour*** (82%), one of several tennis sims released last summer. Hitting the ball is initially very difficult as you have to accurately position your player and time your swing to near perfection, but an excellent practice option lets you hit balls thrown out by a machine. Once hitting is mastered, play is enjoyable although rallies tend to be short. Overall, it's a pretty good version of the sport with a two-player mode and four international tournaments.

Anco's disappointing ***Kick Off*** (37%) bears little resemblance to the Amiga original — the pitch even scrolls horizontally instead of vertically! With the lack of a radar screen and the inability to pass accurately, play is reduced to blasting the ball up (or rather, across!) the field. Further embarrassment is caused by horrendous sprite flicker.

MicroStyle's ***Stunt Car Racer*** (94%) was written by 'legend in his own time', Geoff Crammond. Somehow he managed to overcome one of the C64's few weaknesses and do fast, filled-in 3-D for this exhilarating race game. You compete against one of several computer opponents, roaring around rollercoaster-like tracks — some of them with huge chasms to jump over. The aim is to beat your opponent to earn points in your three-man division: overall, there are four divisions plus a superdivision for only the best drivers. Extensive options allow you to save your game position and lap records, and practise any of the tracks. Sheer brilliance.

Finally, ***Superski*** is an obscure Microids title which was never reviewed in ZZAP! — we've never seen it.

RECOMMENDATION: Apart from the incredible *Stunt Car Racer*, there's nothing very special here. And a compilation's not worth buying for one game alone.



AMIGA: The Amiga versions of both *Fighter Bomber* (90%) and *Kick Off* (96%) are excellent, while *Stunt Car Racer* (94%) and *Pro Tennis Tour* (88%) are as good as their C64 counterparts. A good VFM package.

FULL BLAST

Ubi Soft, C64 £14.99 cassette, £19.99 disk; Amiga £29.99

C64: Ubi Soft's other compilation roars out of the pits with ***Ferrari Formula One*** (95%), originally released by Electronic Arts and now out on their budget label, Star Performers (£2.99 cassette, £6.99 disk). This belated conversion caused controversy when it Sizzled in Issue 60: a few readers thought it vastly overrated. This was mainly due to the rather sluggish race section, but the game has far more to offer than this. It's a full-blown Formula One simulation, with you competing in sixteen Grands Prix. As well as driving, you can make detailed mechanical adjustments to your car — Fiorano (the Ferrari test track) even has a dyno room and wind tunnel.

Another ambitious conversion, Rainbird's ***Carrier Command*** (64%) didn't quite come off, substituting an overhead view for the Amiga original's 3-D. In this combination of strategy and arcade action, you control a carrier complete with Walrus amphibious tanks and Manta aircraft. These are needed to invade any of 64 islands, with you battling for overall control with your opponent — a computer-controlled carrier. The game's strong strategic aspect involves supplying your stockpile island with fuel, weapons and replacement vehicles (from your other islands, via underground pipelines). The 2-D arcade sections are a bit repetitive, though.

MicroStyle's ***Rick Dangerous*** (73%) is a highly amusing platform and ladders game with the brave hero exploring flickscreen caverns, dodging lethal traps, avoiding/shooting angry natives and blowing up walls with dynamite. It's hardly the most original concept, but still great fun to play — the ideal sort of game to put on a compilation.

Firebird's Jaleco coin-op conversion ***P47 Thunderbolt*** (61%) is a no-nonsense, horizontally scrolling shoot-'em-up, with the usual weapons capsules to pick up while battling tanks, planes and huge end-of-level vehicles. It's an okay blast, but lacks the coin-op's two-player mode.

Finally, Microids' ***Grand Prix 500*** is another game never reviewed in ZZAP!. A one- or two-player race game it features a novel split-screen effect with two scrolling overhead views. Other than this it's pretty unremarkable, with much frustration caused by not being able to see very far ahead of your car.

RECOMMENDATION: Only *Ferrari Formula One* really impresses, and that's already available on budget. The other games are merely okay, making up a mediocre package.

AMIGA: This version omits *Grand Prix 500*, substituting two other Microids games. ***Highway Patrol*** is a dull driving game with you chasing villains along desert highways. The equally poor ***Chicago 90*** also involves chasing villains, but has a scrolling overhead view.

As for the other games, *Ferrari Formula One* is fairly old but still a classic, as is *Carrier Command* (92%). *Rick Dangerous* and *P47* (72%) are much the same as the C64 versions, though the latter benefits from a two-player mode.

Overall, only marginally better than the C64 package.

IN BRIEF

(Ratings: C64/Amiga, NR = not reviewed)

Wheels Of Fire (Domark) contains *Turbo Out Run* (97%/80%), *Power Drift* (94%/65%), *Hard Drivin'* (20%/81%) and *Chase HQ* (53%/67%). A good package for speed freaks.

TNT (Domark) contains *APB* (90%/89%), *Toobin'* (75%/68%), *Hard Drivin'* (20%/81%), *Dragon Spirit* (24%/70%) and *Xybots* (27%/83%). Not so good on C64, better on the Amiga.

In Action (Accolade) contains *4th & Inches* (90%/61%), Fast Break (68%/NR), *Grand Prix Circuit* (79%/62%) and *Blue Angels* (61%/NR). Fairly mediocre stuff.

***All Time Classics* (Accolade — C64 disk only)** contains *Serve And Volley* (71%), *TKO* (56%), *Rack 'Em* (74%) and *Steel Thunder* (70%). No real classics here.

Soccer Mania (Addictive) contains *Football Manager* (NR/NR), *Football Manager 2* (71%/68%), *Gazza's Super Soccer* (NR/NR) and *MicroProse Soccer* (90%/62%). Pretty good for footy buffs.

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DOUBLE DRAGON

● Mastertronic Plus, C64 £2.99; 16 Blitz Plus, Amiga £7.99 (Rerelease)

It's the age old story: some pillock took a fancy to Billy Lee's girlfriend (Marian) and whisked her off. However, the 'pillock' in question just happens to be the leader of the notorious Black Warriors gang. Unperturbed, karate expert Billy is determined to get back his beloved — chop chop. Of course, there are many martial-arty types ready to stop him, so he can take along his brother to help. Various weapons (whips, chains, baby oil (!? — Ed), etc) can also be picked up and used.

The C64 originally arrived a month before its Amiga counterpart, but earned a measly 15% in Issue 46. Why? Well maybe it was the appallingly slow multiload, the tiny sprites, the ear-wrenching tune or the omission of many of the coin-op's features. As Maff explained, 'the 64 conversion is absolutely pathetic.'



Reviewed in Issue 47, the Amiga version came as something of a relief, getting 62%. However, the general feeling was that, although a fair beat-'em-up, it wasn't a close enough conversion of the coin-op. The other main criticism was that it was far too easy, with Maff claiming he'd completed it on his second attempt (mind you, he had already completed the coin-op). On the good side, it's technically fine with some well-animated sprites, attractive backdrops and a good rendition of the coin-op's tune.

C64 20%
AMIGA 69%

SKATIN' USA

● Atlantis, £2.99

Horror of horrors, Superkid woke up one day to find his superpowers had gone: he had reverted to plain Tom Essex. Now who could save New York from the street gangs? Tom had the answer: he dug out his catapult and trusty old skateboard to carry on crimefighting.

In each of six horizontally scrolling levels, Tom skates along looking for dollar bills. Ramps can be skated up to reach higher platforms. Gun-toting thugs must be avoided or shot with Tom's catapult — it has a limited amount of ammo, though. Catching a bullet or skating into a baddie reduces Tom's energy — replenished by collecting hamburgers or fruit. Collecting a banana skin increases Tom's speed!



Every time a dollar bill is found, one of the letters in 'Skatin' USA' is lit — when all have been collected, Tom can go through the exit at the far right of the level. Extra points can be earned in the interlevel bonus section, with Tom skating to and fro on a halfpipe to collect the bonuses which appear.

As a sequel to *Superkid*, *Skatin' USA* is only marginally more sophisticated. Avoiding baddies is made more difficult by the skateboard's inertia — although it seems unfair that landing on thugs' heads costs you energy (especially when the game's cover picture shows Tom doing exactly this). Frustration is increased by having only one life. As with *Superkid*, there's a severe lack of variety with later levels having only different platform layouts — no new features whatsoever.

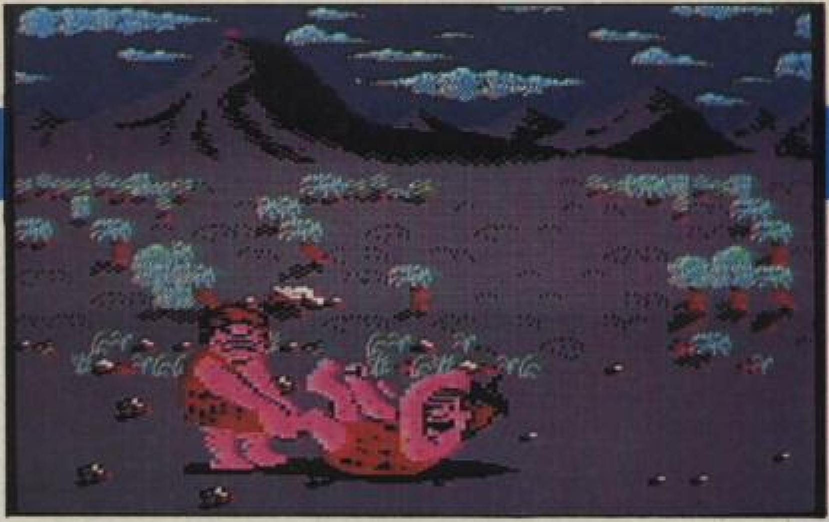
OVERALL 36%

SUPERKID

● Atlantis £2.99

Forget ordinary superheroes like 'Milk Man' (he's gotta lotta bottle) and 'Double Glazing Sales Man' (a 'pane' in the neck for villains)! Only Superkid can hope to clean up the crime-infested streets of New York, in the year 2089. Using his power of flight and his supreme





CAVEMAN UGH-LYMPICS

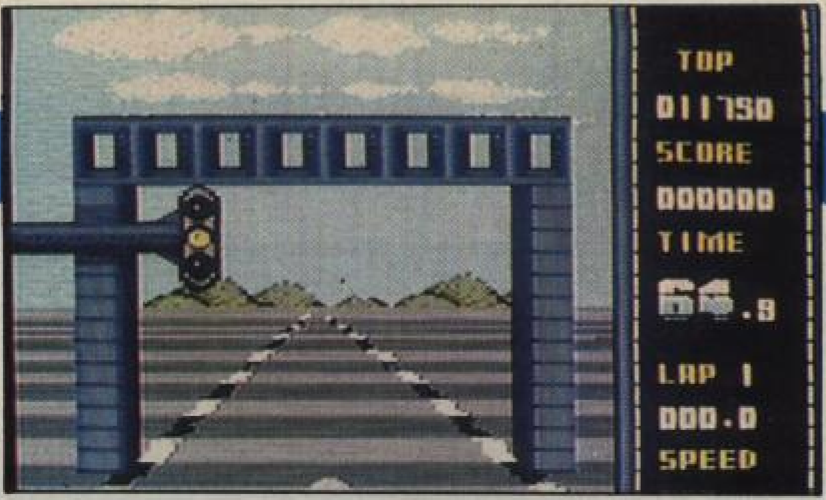
● EA Star Performer, £2.99 cassette, £6.99 disk (Rerelease)

Had enough of sleek, muscular athletes dominating multi-event sports games? *Caveman Ugh-lympics* redresses the balance with hairy, fat and crude competitors — not unlike our own Phil King (Hey, I'm not that hairy — Phil). Up to six players can practise or compete in six prehistoric events, starting with Mate Toss (ahem!), in which you throw a cavewoman as far as possible. Dinosaur Race and Firemaking are self explanatory; Dino Vault is an early form of pole vaulting, a carnivorous beast is the incentive for speed in Sabertooth Tiger Race, and Clubbing must involve getting drunk, dancing very badly and chatting up giggling girlies. But doesn't, instead you must beat your opponent about the head with a big stick.

Caveman Ugh-lympics' gratuitous violence and stone age humour suited the ZZAP! team of Issue 45 down to the ground. They gave it 80% overall, Gordo Houghton finding it 'dead good fun' while Maff Evans found 'the whole thing entertaining and fun to play' but admitted that 'after a few games the humour began to rub off'.

Certainly this novelty game is at its prime during its first few plays: although on the blocky side and jerkily animated, sprites are big, bold and cartoon-like, and their antics are highly amusing. The only weak event is the Dinosaur Race and even when the humour wears off, *Ugh-lympics* is still playable, especially when competing against friends in the Clubbing and Firemaking events. Playing solo soon becomes boring if restricted to cassette — the multiload system is cumbersome — but if you've a disk drive and a few friends to join in the jovial Neanderthal action, *Caveman Ugh-lympics* is a bargain.

OVERALL 79%



WEC LE MANS

● The Hit Squad, £2.99 (Rerelease)

Remember the coin-op with the car cockpit that physically span around when you crashed? Well this conversion's nothing like it! Well, apart from the basic racing concept: reach successive checkpoints within the time limit, avoiding other cars which cause your car to spin round or even overturn.

Featuring jerky 3-D and dull, repetitive action, the game was originally slated, getting a mere 40% in Issue 47. As well as 'the lurching track movement', Gordo found the other cars made it too difficult to get round the track as they home in on you and are very difficult to avoid.

Almost two years on, does all this criticism seem harsh? Nah! Let's face it, this simple driving game is to motor racing what Fatty Phil is to dieting! It looked like a budget game first time around; now it's just plain embarrassing!

OVERALL 20%

THE GAMES — WINTER EDITION

● Kixx, £2.99 (Rerelease)

Originally released to coincide with the 1988 Winter Olympics in Calgary, Epyx's sports sim comprises seven events.

Luge has you waggling to push your sledge at the start of the chosen toboggan run where you steer left and right to take the shortest route around the bends.

Then it's on with your best frilly skirt for the **Figure Skating**. First you must choreograph your routine by choosing your music style and compiling a sequence of jumps and spins which you will perform afterwards.

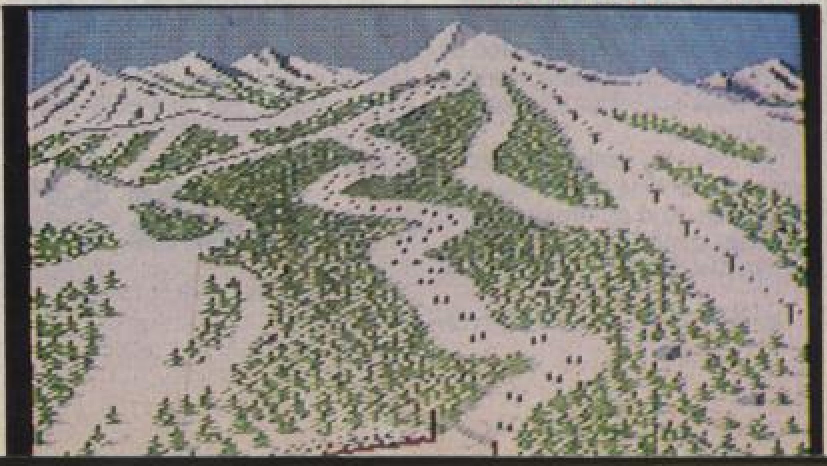
More skating next, but you dispense with the skirt in favour of a figure-hugging bodysuit for **Speed Skating**. Compete against a computer or human opponent by moving left and right in time with the skater's arms as he glides around the oval track.

Next it's out on the piste for a spot of skiing: first, the **Downhill**. The first-person 3-D action is interrupted by the side-on camera views (whose position you select) where you can show off by doing flips. **Slalom** is shown in *Zaxxon*-style with you competing against a computer or human opponent, weaving between the flags. Then put on your milk-bottle glasses and silly grin for the high-flying **Ski Jump**, steering down the ramp and controlling your position in the air. It may be dangerous but don't worry: if you finish last you might become an overnight celebrity! Finally, there's the **Cross Country Skiing**: move left and right with the skier's legs and fire to thrust him down the hills.

Back in Issue 40 the game earned a respectable 76% with Paul Sumner the most enthusiastic reviewer. The other two weren't as keen with Paul Glancey finding the more complex events 'excruciatingly difficult to complete' while Gordo wondered 'if the Epyx bubble has finally burst.'

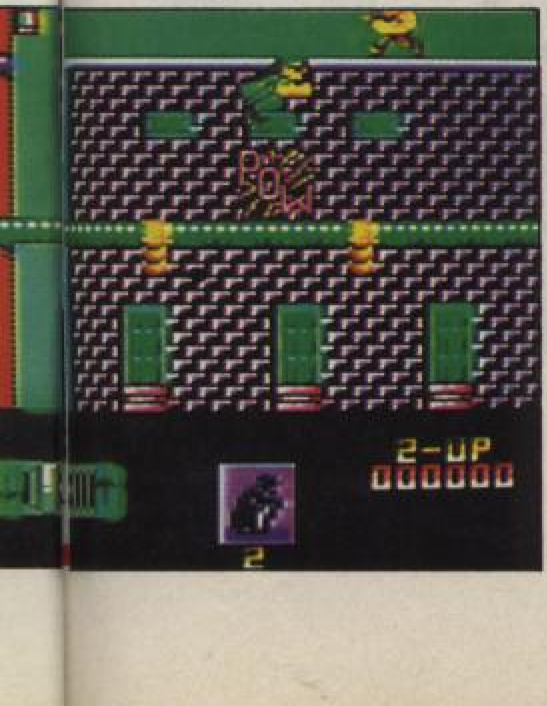
In fact none of the events are outstanding: the best are the simpler, simultaneous two-player ones. The graphics aren't that hot either (maybe it's all that snow), though there's a lot of variation in perspective. Worst of all is the multiload which is a real pain — you spend more time loading than playing. Still, as with most multi-eventers the sheer variety gives the game some value at the budget price.

OVERALL 58%



strength, Superkid must protect the few innocent people left in the city from warring street gangs.

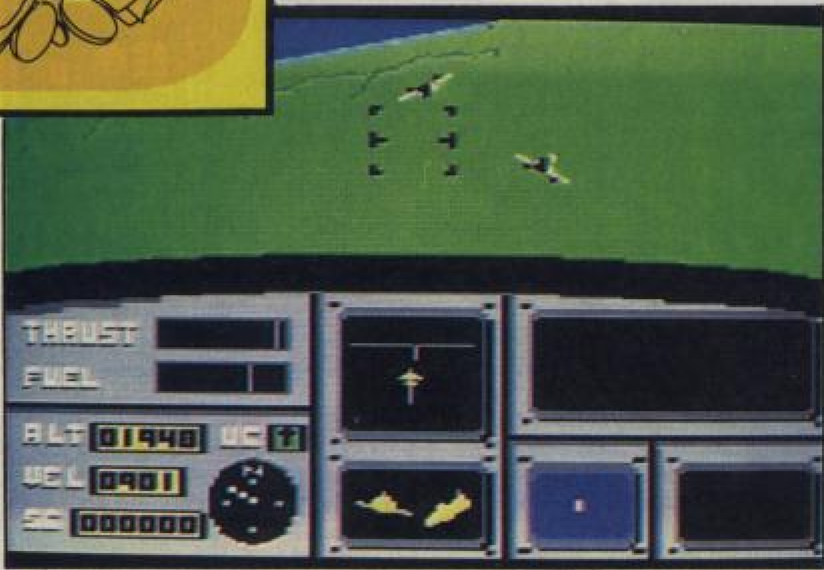
On each of three flickscreen levels, Superkid flies around looking for young girls '...' to rescue from the top of skyscrapers (what are they doing up there anyway?) and old grannies to escort home from the library! A set number of both of these must be rescued to complete the level. Machine gun-wielding baddies can be killed simply by flying into them. However, if Superkid soaks up any bullets, his 'Crimewave Overload' meter increases — when it's full, he loses a life.



Extra points can be earned on the simple interlevel bonus section — just collect the bonus points which appear on a single screen. If all three levels are completed, Superkid must repeat them — but this time in twilight, with more vicious thugs patrolling the streets.

This is one very simple game. The criminals aren't that clever or vicious and they're all the same type, while rescuing girls is simply a matter of finding them. The grannies provide a few laughs — especially if Superkid accidentally flies into them! However, once you've seen the first level you've seen all the game has to offer.

OVERALL 31%



ACE/ACE 2

● Encore, £2.99 (Rerelease)

Jet aircraft combat is the name of the game in both of these simulations, the first giving you a choice of skill levels, summer, winter or night-time graphics, different weapons payloads and a two-player option. When the latter is chosen, the second player controls the gunsights of the jet. There are enemy tanks, jets, ships and SAM sights to take out, with the aid of instrumentation (including a rear-view camera) and full-screen map. Mid-air refuelling extends the length of missions.

The Zzappers of Issue eight were so pleased with the depth and variety of *Ace* that they gave it a 90% Sizzler: Gary Liddon 'couldn't believe how much there was in it' (strange, as it's completely unlike a copy of the *TV Times*) and Julian Rignall was sure it was 'THE most exciting flight sim on the 64'. But Gary Penn admitted he 'wasn't overly impressed with the graphics.'

Today, all the reviewers' opinions hold true, although positive opinions should be toned down — it was only late '85, after all. Missions are uncomplicated — destroy land, air or sea targets — and the instrument panel is pretty sparse. However, the refuelling sequence is good even today. Graphics are tacky, 3-D jerky, landscapes sparse, movement unconvincing and sprites blocky. Sound effects are simple but there's some amusing grainy speech ('missile warning', 'low altitude' etc). All in all, visuals spoil the aging play and these days *Ace* is worth a mere 56%.

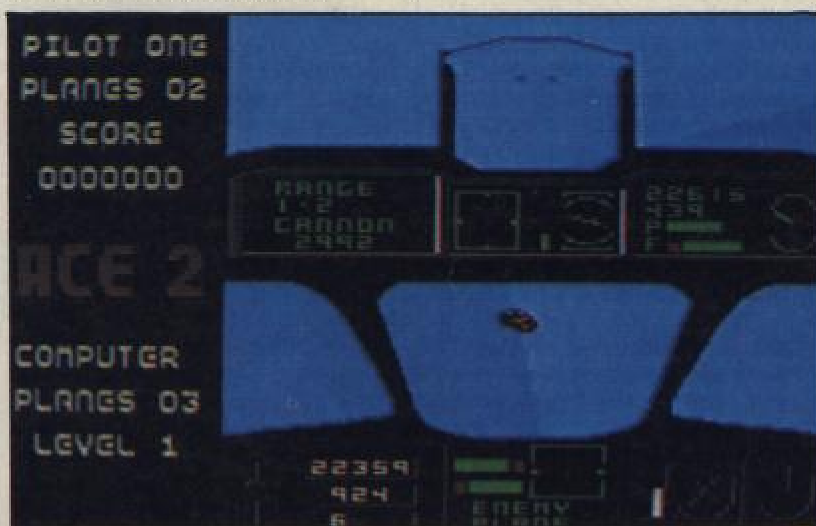
Ace 2 has a much more direct approach. The screen is split horizontally so that two players have their own independent cockpit views for one-on-one dogfights. A single player can tackle computer-controlled aircraft and ground targets; when such a mission is selected in a two-player game, it's a race to see who destroys the other's base first.

Reviewed in Issue 30, the ZZAP! crew were a lot more restrained in their views. It was generally agreed that *Ace 2* was too simple, too much like an arcade game, in comparison to the original. Steve Jarratt said it 'does provide a decent, albeit short-lived, challenge against a human' and Julian added, '...if you're likely to be playing *Ace 2* solo, avoid it.' Paul Sumner supported the two-player mode: 'among friends, *Ace 2* provides fun, spectacle, colour and excitement.'

In fitting with *Ace 2*'s direct, arcade approach, the jets' instrument panels are pretty basic, but not as simplistic as the views of the outside world. Light blue, dark blue and yellow lie either side of the horizon to represent sky, sea and sand, no features or highlights on any of them so it's all very dull to look at and there's no sensation of movement. Sound effects are dull, Rob Hubbard music's irritating and even in two-player mode only mild interest is generated. Given 81% originally, it's only worth around 52% now.

True, you get two complete games for your three quid but neither are particularly well programmed or enjoyable — you'll load each one once but won't feel compelled to bother again (unless you're Robin Hogg). Far from an ace release.

OVERALL 67%



GEMINI WINGS

● Mastertronic Plus, C64 £2.99; 16 Blitz, Amiga £7.99 (Rerelease)

Earth has come under attack from little green artichokes from the outer reaches of the Twix (well it makes a change from Galaxy or Milky Way (aargh! — Ed)), so in return, the ace Gemini Wing fighters go out to wreak havoc on the aliens' world. Vertically scrolling levels are packed with swarming nasties to blast with lasers. Extra weaponry, including the famous 'Windscreen Wiper Of Death' (!), can be collected and activated by holding down fire. Unsurprisingly, every level ends with a large superbaddie.

Yes folks, it's straightforward vertically scrolling shoot-'em-up time again. And as straightforward vertically scrolling shoot-'em-ups go, *Gemini Wings* is merely okay. The rereleased Amiga version comes off slightly the better, mainly because it allows simultaneous two-player action. However, apart from a lengthy multiload, the C64 game is technically more impressive with attractive, detailed backdrops. On both versions, a level password system avoids frustration.

In Issue 53, this Tecmo coin-op conversion earned 65% on C64, 69% on Amiga. Stu thought, 'a serious attempt hasn't been made to do anything like a close coin-op conversion.' But, as Robin said, 'If all you're looking for is a very playable blast, this isn't bad.'

C64 63%
AMIGA 66%





win!



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PIG IN A POKE!



DRINKING ON DUTY

Mega busy as per usual with a ton of maps coming in for *Golden Axe* which is starting this very issue along with Amiga *RoboCop 2*. The tips on C64 *Robo 2*, like Robo himself in the film are having 'technical difficulties' so next issue, definitely! With the Zzaptionnaire votes coming in let's see what you think of P.I.A.P. I hope I'm covering the games you want to see covered and let me know if you want oldie games retipped and also let me know what you think of the 0898 tipsline. Enough of all that, I hope you had a ZZA-Ping good Xmas, here's to 1991, the C64 and all you lot out there so cheers from me and on with the tips!

NIGHT SHIFT
(Lucasfilm/US Gold)

It may be a doll factory in the game but the chaos of doing 23 things all at once is very familiar to us Zzapers — *too* familiar, in fact. Hmmm, tipping this game might be too much like real work for my liking. Thanks to us hard working souls in the ZZAP! team here's the passwords for the first 10 shifts along with a list of the dolls required and some tips.

SHIFTY TIPS

★ It's recommended that you put the switches, conveyor belts and Jacob's ladders moving in the right direction when you first go up to the top to switch on the Beast itself. Activating it at the top first and then running down hitting switches left, right and centre as you go is risky as it's easy to miss a switch and get left behind by the falling heads/bodies. Work your way up, activate the Beast and then use the umbrella to get back down.

★ The Bunsen Burner is tricky to set to the right temperature at the start as its initial situation (on or off) is random (it's also particularly difficult to fine-tune on the C64 version as the smaller screen area doesn't allow you to see the resulting raw materials coming out). If the Burner is initially off, then light it and heat it on full for 3 or 4 seconds and then bring it down to power rating 3. If the bunsen is already burning (at any heat setting) then lower its heat to 1 and wait for the steam to stop, wait a second or so more and then raise the heat to setting 3. If the liquid isn't bubbling then increase the heat until it does and then fine-tune the heat so that you end up with a heat setting of 3 (the middle setting).

★ Timing is everything if you want to correctly match the bodies and heads. This should be your main priority once you've got the Beast working. Change the Jacob's ladders to ensure the bodies go down before the heads (make the heads take the long route round the Jacob's ladders if need be) and use the conveyor belt switches on the Bonding Unit belt to fine-tune the timing of head/body matching. REMEMBER! THE BODY GOES FIRST! Keep an eye on the Quality Control to confirm that the final dolls are actually correctly manufactured.

★ The best place to stay to observe the final effect of heads bonding with the bodies is on the ledge just above the right-hand-side Bonding Unit conveyor belt. From here you can flick the switch controlling the final head conveyor belt and momentarily keep a head from going up the tube to the final matching process (which allows a body part enough time to get up the tube into the matching receptacle in the middle). To stall a head, flick the switch and then flick it back once the body is about to go up the tube (experiment to get the timings right).

★ The balloon is excellent for getting up to to a ledge fast. Collect as many as you can and use them efficiently. The umbrella is good for getting down but not as good as falling down sheer drops (provided you know where they are).

★ The lemmings are annoying but not too much of a problem as they don't mess with the Beast switches (to begin with) and you can jump over them easily enough anyway. Hoover them up or set Venus flytraps if you want, but otherwise don't waste your energy if other things need to be done. Larry Lawyer is a pain, though (at all costs avoid getting caught in a corner with Larry as he can keep hitting you and knocking you out and lose you the game).

★ Extra Time is the most important icon to collect if you've got at least one of everything else. If you see a tool or icon then collect it: you'll need as many as possible for the later levels. Particularly balloons and (to a lesser extent) umbrellas.

★ When constant paint flushing/mixing is required, the best place to stay (once all the switches are in their correct settings) is by the paint wheels of course. Here you can stay until the end of the shift and tackle Larry Lawyer, hoover up the lemmings and set Venus flytraps with little to worry about (other than the paint mixtures of course!). Watch for the head and body moulds falling down when they change to create the new dolls.

★ The basic checklist of items you need to set for all the levels is as follows (going from the bottom of the Beast upwards).

1. Furnace (Use the Match on the coal)
2. Power Cycle (Ride the bike until the bulbs strobe)
3. Head/Body Bonding Unit Conveyor Belt Switches (Switch so that both belts move towards the middle, away from the far edge bins)
4. Raw Material Conveyor Belts Switches (Switch them so that the belts move away from the bin in the middle)
5. Loose Bolt on Resin Mixer (Do this up with the Spanner/Wrench first)
6. Electrical Plug for Raw Material Feeder (Kick this in next)
7. Bunsen Burner (Use the Match to light it and fine-tune it to a power rating 3 (middle setting))

And depending on the level you're on check the following.

8. Paints/Paint Mixtures (These are vital! Set up the paint colour in the vat ready for the first doll as you make your way up to activate the Beast. Flush if need be but keep checking these)
9. Quality Controller (Very useful. Eliminates incorrectly matched and mismatch colour dolls but doesn't detect dolls of all one incorrect colour).
10. The Paint Showers/Drying Fans (Vital. Switch on all ASAP)
11. Head/Body Frequency Settings (Low frequency selected by a high bar setting for both).

DON'T FORGET TO RIDE THE POWER CYCLE NOW AND ▶

THEN TO KEEP ELECTRICITY FLOWING!

Incidentally, the ZZAP! record number of dolls correctly produced is 33 Indiana Joneses on level 3 (set by yours truly, of course). Beat that, you lot!

THE SHIFTS/PASSWORDS/TIPS AND ALL

Shift 1
(BANANA/LEMON/BANANA/BANANA or No Password Needed)
Dolls: 5 STORMTROOPERS (Any Colour)
The first level sees very few problems as you don't need to worry about colours or anything. It might be worth juggling with the conveyor belts to make sure mismatched colour heads and bodies are eliminated but I'd leave it all alone once it gets going if I were you.

Shift 2
(CHERRY/BANANA/BANANA/LEMON)
Dolls: 5 ZAK MACRACKENS & 3 RAZORS (Any Colour)
Two different bodies, two different heads but again no problems. Again it's best to leave the Beast to do its own thing once you've got it going correctly. Any female/male combination head/bodies may look odd but it's more trouble than its worth to try and correct them. Complete level 2 and Mr/Mrs Fixit gets to buy a house. Whooo!!

Shift 3
(BANANA/CHERRY/PINEAPPLE/PLUM)
Dolls: 5 PINK INDIANA JONESES
Now here comes the Paint Selection Bit. Only one colour is needed so no problems there. Select Pink first, switch on everything and leave it to it. The Extra Time icon can appear quite often on this screen so go for it if you see it.

Shift 4
(PINEAPPLE/LEMON/PINEAPPLE/PINEAPPLE)
Dolls: 4 BLUE EDNAS & 4 PINK EIDOLON ALIENS
You'll need to flush the paint with white before changing to pink (do it *just as* the new body falls down to the Shower, ensuring the head before it gets through in time before the paint change. Mind you, I could live with one or two mis-coloured heads or bodies).

Shift 5
(PINEAPPLE/PINEAPPLE/LEMON/CHERRY)
Dolls: 4 BLUE BOBBINS & 2 YELLOW STORMTROOPERS
Quality control comes in on this screen and at least you won't have too many deductions getting through from now on. Switch this on immediately and check on it to make sure it's Quality Controlling okay.
With regard to the paint it's easy enough to flush and change to blue paint quickly but flushing and running over to the yellow takes time (especially if the lemmings are around your feet). Kick/kill the lemmings before you change to yellow paint for these. No probs otherwise.

Shift 6
(CHERRY/PLUM/PLUM/PINEAPPLE)
Dolls: 2 PINK LUKES & 2 BLUE DARTHS & 2 YELLOW OBI WANS
Three dolls to worry about so you'll be kept on your toes flushing the paint and running between paint squeezer cogs. Fairly standard stuff still, but go all out to pick up Extra Time as often I've fallen short of quota by one doll on this level. Complete this level and a car is yours — a bit clapped out but at least it goes (sort of).

Shift 7
(CHERRY/PINEAPPLE/LEMON/BANANA)
Dolls: 3 BLUE R2-D2S & 3 GREEN C-3POS
Two problems come into operation here. Firstly the blue paint must have yellow added to it to make green for C-3PO (followed by a complete flush again to get the blue for R2-D2 afterwards). And secondly the Drying Fans and Paint Showers on each side need to be switched on. Miss any one of these and you can't finish the level. Switch everything on at the start and all you need to worry about is mixing in the yellow to make green at the right time. Simple-ish!

Shift 8
(PINEAPPLE/BANANA/PINEAPPLE/CHERRY)
Dolls: 3 BLUE GIRLIES & 3 GREEN ACKBARS & 3 YELLOW EIDOLON ALIENS
Even with 3 types of doll there's still no great problems. Speed is the key to success for this level. Immediately upon sighting the Eidolon Alien falling through towards the Shower and Fan combination, flush the paint and get over to the yellow sharpish (the frequency of heads and bodies is speeding up, if you didn't notice already).

Shift 9
(PINEAPPLE/LEMON/LEMON/CHERRY)
Dolls: 4 PINK DARTHS & 2 YELLOW RAZORS
A simple enough, small scale quota except you've now got the Frequency Springs for both the heads and bodies to worry about. Jump on the frequency springs until the bar is at the top for both the head and the body (which keeps the frequency of head/body change low). If you change the frequency to high (with the head/body bars at the bottom setting) then you'll get a fast change of each character and some clever setting of switches, conveyor belts and Jacob's ladders is needed if you're to get the heads and bodies connecting right. On top of this you'll have a lot of mis-coloured dolls going through (at least 50%). Basically, high frequency settings are not worth it! Keep the frequency low and the bars high!

Shift 10
(LEMON/BANANA/PLUM/PLUM)
Dolls: 5 GREEN EIDOLON GOBLINS & 3 PINK EDNAS
A repeat of the previous level except you'll need to stay with the paint to flush it after each doll change and also add blue to yellow to make green for the Eidolon Goblin dolls. Phew! Things are starting to get tough!

With the first ten levels under your belt, that should be enough to get you going. Send in your tips, solutions, passwords, cheats (and even maps if you want) but send them in NOW! I don't think I can take any more of this chaos!!
(NB: C64 players using tape don't have as many presentation screens as disk owners.)

IRON MAN
(Graftgold/Virgin)

Andrew Simpson **here with some mega-tips for the ace Amiga and C64 conversions of *Ivan 'Iron Man' Stewart's Super Off Road Racer* (phew, I think I'll just stick to *Iron Man*!)!!**

★ A good tip to slow down the rate at which the computer-controlled cars improve their performance during a game is to wait at the finishing line (if you're in first position) until the second place car is about to beat you to the post. Just accelerate across the line and, while you won't have a good lap time, it will fool the computer into thinking that you're a beginner/slow driver and thus the computer cars are improved in the pitshop at a slower rate.

★ When in the pitshop, start with shocks and tyres upgrades and upgrade these to half or three-quarters full with one higher speed added on initially (just to keep you ahead of the pack). Never buy into one of your credits unless it's absolutely necessary as they're vital on the later levels. The way I buy equipment is to fill up with shocks, one unit per pitshop stop, and then fill up with nitros (don't go over the limit). When you're full up with shocks, do the same for tyres. When you've got all the tyres, you should notice the car's sharper cornering. At any time, if you get #200,000 or more get a higher top speed then, with what's left, top up on nitros (between 40 or 60 nitros provides for the best acceleration). When you get down to 10 or so nitros then stock up again.

★ On the very first race, nitro away from the pack. Only do this when there's a long straight ahead and no cars either.

★ If you get jammed with another car, use the nitro, you will probably fly back but at least you'll be free.

★ On the second race, at the top of the circuit, position your car in the middle of the two barriers and just hit the gas (not nitros). Don't turn, as you always hit the barriers and they turn you around.

★ On the first figure-of-eight, always nitro (if you have any left) horizontally but beware of the barriers on the other side. When you're turning to go over the water vertically (middle section), nitro as you're turning and 9 times out of 10 if you have done it right you'll go flying over the water. If you turn normally you'll just skim the barrier on the other side. Never nitro vertically when going the opposite way.

★ On the track with a rather high corner, always jump off that corner using nitro. Whichever way you're going, this is useful for overtaking people as you jump. Sometimes when you land on the other cars they go back or slow down.

★ Short cuts are invariably a waste of time as they're too narrow to allow for margin for error. So unless you're lined up dead accurately then it's best to go round.

★ A tip that comes naturally here. When you're going to lose and you're in fourth place or so then try to get into second or at least third place as you get more cash ready for when you use your continue-piay.

More *Iron Man* tips please, and what about cheat and music POKEs?

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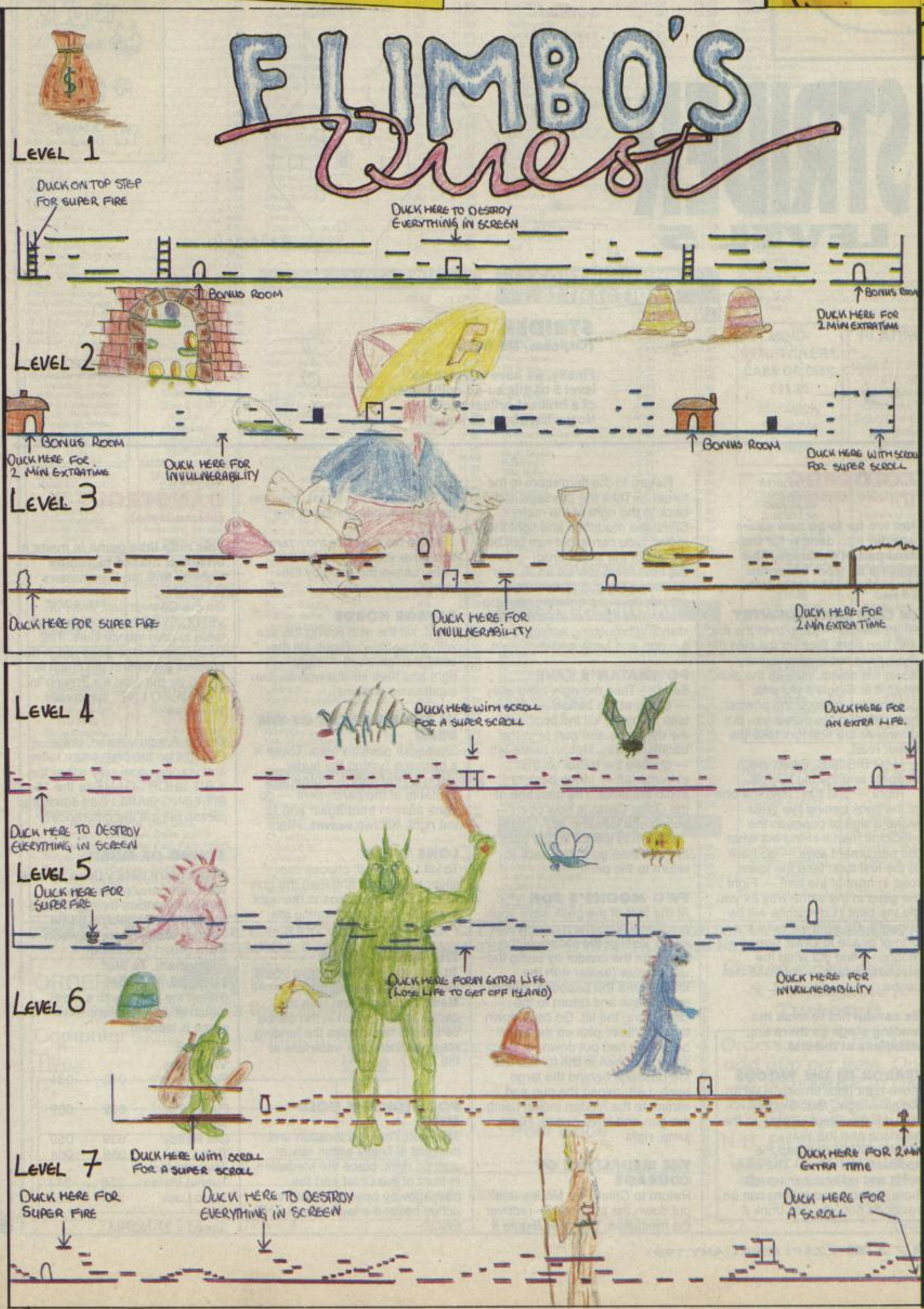
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And at the last minute here comes a superb colour map of all 7 levels showing bonus levels, secret scroll locations and more and all courtesy of Michael Robertson of Bearsden, Glasgow. Superb stuff, Mike!

And try these Action Replay Cartridge pokes from P Donnelly of Aberdare, Mid Glamorgan.

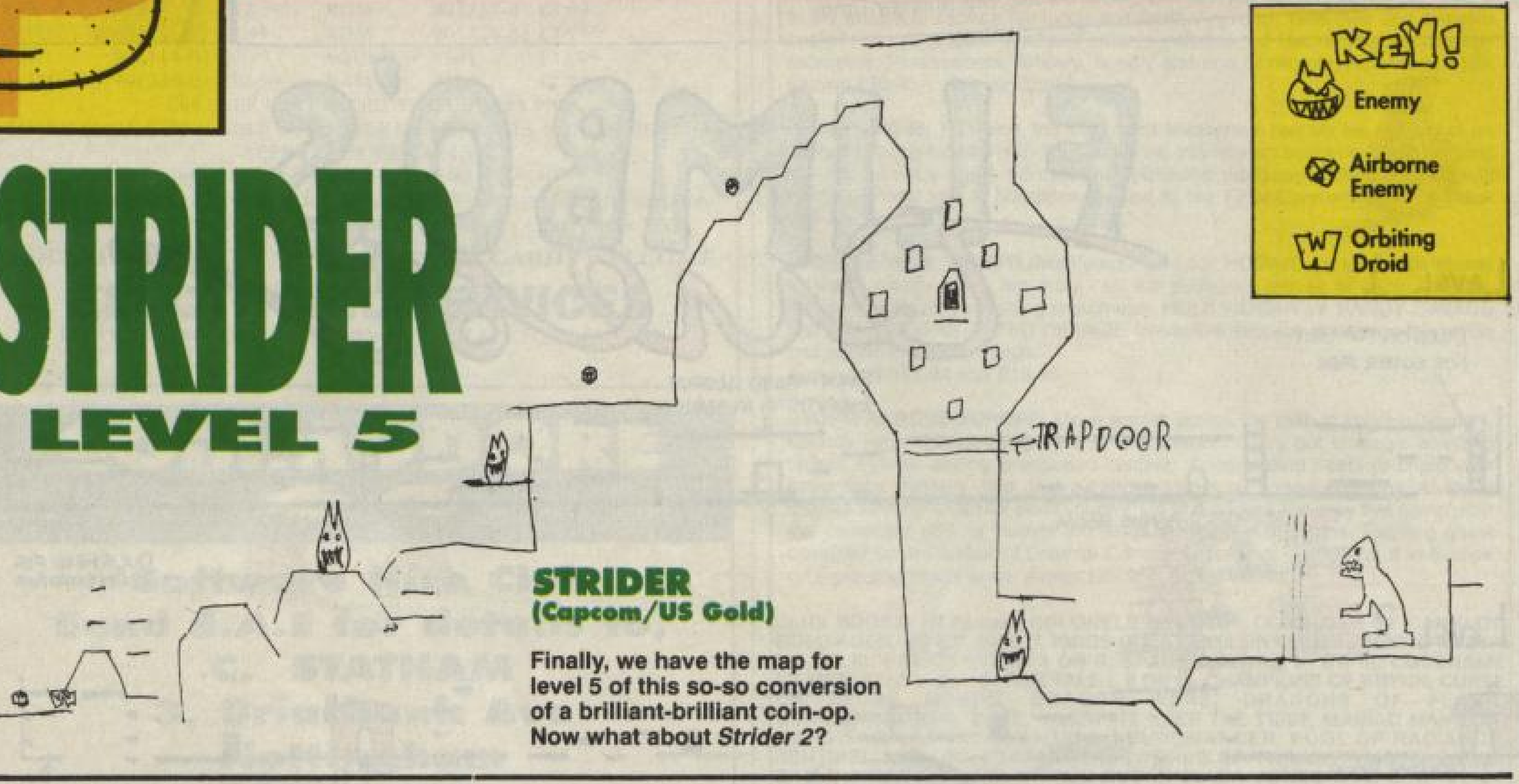
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A POKE!



▶

STRIDER LEVEL 5



STRIDER
(Capcom/US Gold)

Finally, we have the map for level 5 of this so-so conversion of a brilliant-brilliant coin-op. Now what about *Strider 2*?

COLORADO
(Palace/Silmaril)

Not too far to go now as we wander into danger for the final part of *Colorado*. This follows on from the antics down the mine last month.

IN CHEYENNE COUNTRY
Right (twice) — jump over the fire and turn right. Pick up the skin (if the icon is not available, put down the object, pick up the skin, swap it at Biggle's store for gunpowder, change the powder horn, pick up the object you put down). At the first fork take the upper road.

MAC BIGGLE: Swap the nuggets and the big nugget.

Right — 2nd fork: take the one at the back behind the tents — Make a sign of peace to the medicine man — Find out what the parchment says — go back to the first fork: take the lower road in front of the tent — Fight the giant in the same way as you did the beat (1 dynamite will be enough). Go right — make the sign of peace to Chief Two Moons — find out what the parchment says — return to the canoe.

Be careful not to miss the landing stage as there are waterfalls at the end.

TERROR IN THE WOODS
Move right (four times) — kill an Indian — right, Mac Biggle — right, kill the Chief — pick up the necklace and the skin.

MAC BIGGLE: Swap the necklace and skin — The silver bullet and potions can be left there — the powder horn can be swapped and you can drink a potion.

Return to the third room in the forest — Take the passage at the back to the right of the rock — Climb the mountain and fight the Indian (you can avoid him but be careful of the sheer drop) — in the next room there's an Archer so reload the gun beforehand, crouch down on entering causing the Archer to shoot an arrow with standing/crouching action. Use the gun and jump and then right.

POWHATAN'S CAVE
Save — Take the right blind alley — Climb at the bottom — if you take the right, kill the bear with the dynamite and gun or in the traditional way. Return to the left — choose the barrel on the extreme left — move back to avoid the blast. The passage of the Great Cross is now open — go left and take the lift.

Return to the mine. Go back to the fork then go to the back to return to the peak.

TWO MOONS'S SON
At the foot of the peak save your position. Climb the mountainside to the level of the sticks. At the top, fight the condor by using the upper blow (easier with the knife). Take the papoose. Return to the mine and return to the cave using the lift. Go back down the mountain, pick up the silver bullet you had put down. In the second screen in the forest, use the passage behind the large bush. Left, reload the gun and eliminate the hidden Indian using the gun and knife or axe. Right, jump, right.

THE MEDALLION OF COURAGE
Return to Chief Two Moons and put down the papoose — recover the medallion. See Mac Biggle if necessary.

To return to the forest, take the canoe at the beginning of the camp.

Move back up the mountain and save your position in the cave. Leave the cave by the right.

SAVAGE HORDE
Right, kill the wolf (using the axe with a low blow). Right, kill the condor (high blow) — right — right and then kill the wolves (two successive screens).

IN THE KINGDOM OF THE DEAD
Save your position here. There is a passage behind the burial place on the right — note the contents of the parchment — go right, pass in front again and to the right. Kill two wolves. Right.

LONE WOLF
To kill Lone Wolf: choose the silver bullet icon and load the gun with it. Take two steps to the right then use the gun, shooting low.

THE GREAT SPIRIT
To get past the Great Spirit you just need to possess the Medallion. Right and take the canoe (again, when in the canoe be careful not to miss the landing stage as there are waterfalls at the end).

POCAHONTA'S GOLD MINE
This is it! The final location and the gold is finally within reach! Just go right, place the Medallion in front of the Chief and the passageway opens, leading to riches beyond imagination!!! THE END!

RICK DANGEROUS 2
(MicroStyle)

This nifty little game is made a bit niftier thanks to Andrew Roberts **and** Ian Perryman.

On the C64 version, enter JE VEUX VIVRE on the high score table to gain infinite lives. The Core Design logo goes red in the process to confirm the cheat is in. Oh by the way, it's French for 'I WANT TO LIVE' apparently. Trés bon!

On the Amiga version, enter POOKY on the high score table and you can now play either the 8-BIT SHORT GAME or the 16-BIT LONG GAME. Can someone please tell me the difference?

SOUND OF MUSIC

Some more data values for use with Jon Barry**'s Sample Replay/Beatbox listing. These are for the Megatape game *Tunnel Vision* from Hewson from** Stuart Crocker **of Gillingham. Ta Stu!**

TUNNEL VISION
(Reset the game with a reset switch at any point once the game is loaded).

SAMPLE	L	H
'Well Done Player One'	012	031
'Well Done Player Two'	032	039
'Attention, Get Ready'	039	059
'Bad Luck'	059	064
'Prepare for Tunnel Vision'	226	243
'Hard Luck'	244	252

Speed = 27-NORM

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PIG IN A POKE!

GOLDEN AXE
(Virgin)

Good to see solutions, maps and cheats coming in for this excellent beat/slash/burn/slice and dice-'em-up so it looks like a lot of people are happy despite Virgin's mastering cock-up. It seems that in the process of mastering the game someone forgot to duplicate a tiny something from the game, namely the last level containing the final fight within Death Adder's castle and Death Adder himself! Whoops! If the game had crashed after someone completed level 4 then at least the problem would be noticed but unfortunately the end screen comes up, and this has fooled quite a few people in the process. Virgin should have rectified the situation by now so have a word with them about your faulty copy. As a special treat, here's the maps for all FIVE levels of the game, cheats and tips and everything. How's about that then?!

C64 CHEAT

Zero marks for originality on the cheat mode front Mark and Steve! This is the same cheat mode as in *Turbo Out Run*!! Just pause the game with RUN-STOP and then press the]; key to load in the next level. A simple cheat which can be repeated right through to the end sequence. Talking of which, those names on the credits list look familiar! But who's Peking? As if we didn't know!! (Ah So — Phil!)

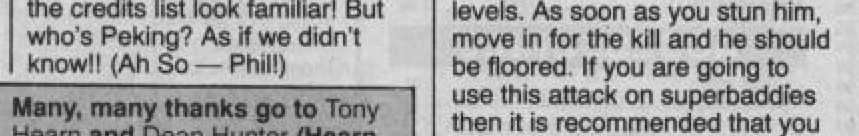
Many, many thanks go to Tony Hearn **and** Dean Hunter **(Hearn the Hunter??) of Notts,** James Smith **of Leeds,** P. James **of Birdlip, Glos,** Graham 'Crozzy' Crossley **of Glasgow and the** *Golden Axe* **team duo,** Mark **and** Steve **of Visual FX. Ta one and all! Here's some general tips and a map for Level One.**

Order and direction of enemy arrival on screen - 1,2,3 etc, etc

△ Firebreathing Dragon

SuperBaddy

o Thief carrying energy



Thief carrying Magic Potion

GOLDEN TIPS

The game fighting system allows you to make three types of attack move. *Aerial* which uses the Piledriver, *Normal* which is sword/axe swipes and kick, and *Speed* which uses the shoulder butt and, in the case of the dwarf, a flying headbutt.

Aerial
The piledriver is by far the best move available due to its strength, quickness and the ability to wipe out superbaddies with few attacks. However it is slightly harder to implement than a normal aerial attack as a combination of speed is needed. You should always use piledrivers on the superbaddies, coming in on them at an angle in the air — otherwise there is a good chance that he will hit you with his weapon while you are jumping up if you're on the same horizontal line. From level 2 onwards, piledrivers will become essential for your survival so make them part of an ordinary attack. You should always remember to come in at an angle and to retreat as soon as the opponent is floored so that he or she doesn't catch you off guard when/if they jump up again.

Normal
By simply holding down the fire button and moving in a direction you will perform either a sword swipe or a kick. Timing is essential in later levels for this attack to work. The best time to press fire is before they can get within reach and perform a violent act on you. It is better to miss one or two swipes first rather than let them have the edge. You see when you hit them once as they are stunned, but be quick with the follow-up because they come back quickly in later levels. As soon as you stun him, move in for the kill and he should be floored. If you are going to use this attack on superbaddies then it is recommended that you run just in front of them and press fire as they can easily be outsped.

Speed
Is this move really worth using? I mean, the only use this could possibly be to you is to stall the enemy so that you can get your act together. If you really want to use this move and show off the head/shoulder butt then do so on the first level as this move is really inaccurate. If you are really desperate or want to relax (!) then you can use this on a superbaddie although it takes an age before he is finished off. Watch out for fast moving skeletons which don't give you time to do a charge. Charges can also be performed on Bizarrians as well.

Riding Bizarrians
There are the two types of Bizarrian. The first breathes fire onto the ground next to it and the second spits fireballs right across the screen. For the former, wait until the enemy is about a sprite's distance away and let him/her/it have it (generally fire just before the enemy reaches swiping range). You must ensure that you're on the same horizontal level (or slightly above) the opponent as he/she/it could get behind you and clip you from behind. With the latter Bizarrian, the same rules about lining up your target apply except you don't need to wait at all — just fire and the fireball will hit. When it hits, move up the screen a tad and have another one ready for when the sucker gets up again. Repeat until opponent is dead! Protect your Bizarrians at all costs as they're your most powerful ally (after Magic) and can only take three or so hits before scarpering. Both dragons, however, do flying headbutts (double move in either direction and fire). These are slightly more powerful than normal head/shoulder butts but still take an age to work on superbaddies.

Hitting Thieves
These are quite useful as they yield Magic Pots and, more importantly, Energy Top-Ups. The blue thieves give you an extra level of Magic per pot and the green tops up any lost energy to full on the current life (don't bother chasing the green thieves if your energy bar is three bars full). The thieves are quite easy to hit once you know where to strike and their patterns of movement. Run in front of them and wait until they stop and then have a go, if you're lucky you may get three levels of magic out of the blue ones, obviously, only one energy top-up is needed from the green thieves. If you don't touch them, the thieves will eventually run off screen anyway.

Killing Superbaddies
At the end of each level a superbaddie appears with a humongous superweapon intent on contact with your head. Normally these guys come on slowly, so position yourself for a diagonal piledriver and when he is in range let him have it (timing is essential as a piledriver too early leaves you recovering right next to the baddy while the action too late sees a sword/mallet swipe instantly chopping you out of the sky). If the superbaddie comes on quickly then stand still and, when he is close, use the headbutt to floor the bully.

Using Magic
The best time to use full-power magic is on the second superbaddie of a level as the second is nearly always slightly tougher (use full-power magic also (especially) on the Knight superbaddie). Use small levels of magic often and save up for superbaddies. Try to use the top or the bottom of the screen as they are the most accurate points for magic potion use.

MIDNIGHT RESISTANCE
(Ocean)

The final leg of tipping Special FX's great coin-op conversion begins with a correction for the C64 cheat mode.

C64 CHEAT MODE MARK 2

Play the game enough to get a high score and instead of using the joystick to enter your name, use the keyboard to type in SIAMESE to activate the cheat mode. The border will flash to confirm that the cheat mode is on and infinite Resistors are now yours! Apologies for that.

Matthew Austin of Swanage spotted this cheat for the tape version — guess what it is. Get killed on Level 2 and when it tells you to Rewind Tape to the beginning of Side B and press Fire, don't. Just press Play and fire. Then the next level will load in. This works on all levels.

THE IMMORTAL
(Electronic Arts)

Gideon Sanitt **of Totteridge,** R Barrington **and** Gavin Cooper **of Denstone near Uttoxeter are invulnerable sort of chaps: they must be to provide these handy passwords for Electronic Arts' *The Immortal*.** Try these different passwords for each level to gain different objects and effects.

Passwords
Level 2 —
cddff10006f70/5f3fa10006f70
Level 3 —
f47ef21000e10/eo1d421000e10
Level 4 —

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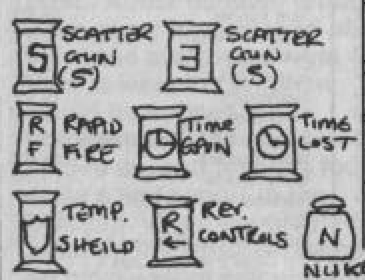
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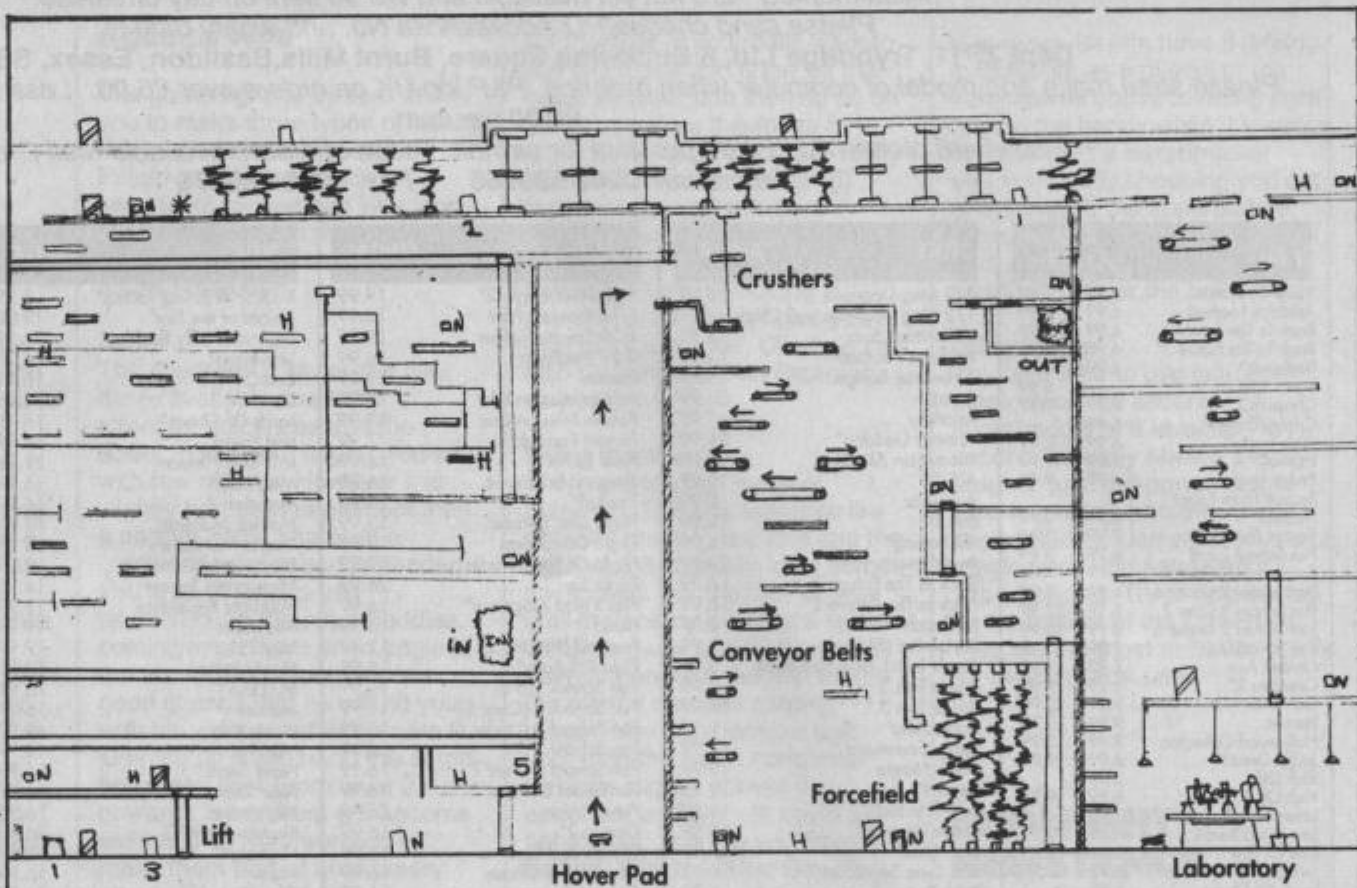
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ROBOCOP 2
(Amiga)

LEVEL ONE

- H Hostage
- ON Nuke Capsule
- Energy/Coke
- 1 Scatter Gun (5-Way fire)
- 2 Scatter Gun (3-Way fire)
- 3 Rapid Fire
- 4 Temporary Shield
- 5 Time Gain
- 6 Time Lost
- 7 Reverse Controls
- * Woman firing a Taser
- Wall





38fe731001eb0/08de631001eb0
Level 5 —
ae9fa43000eb0/563f743000eb0
Level 6 —
a01fe53010a41/563ff53010a41
Level 7 —
c250f63010ac1/c250f63010ac1
Level 8 —
58b0c730178c1/e011f730178c1

FIRST STRIKE
(Elite/Encore)

This one took next to no time to get onto the budget circuit and a great *Afterburner* blast it is too. Here are some tips for this cracker of a game from Stephen Clarke **of Upper Denby, Huddersfield.**

1. Enemy planes — As soon as the computer announces that there are some enemy planes, keep climbing to avoid being hit in the backside. Let them get in front of you in the clouds and blast them. Use the cannon for the grey planes and Sidewinders for the well-armoured red ones.

2. Tanks — These are tricky, as there is always the chance of getting hit by flak. Use cannon and stay low to the ground, firing constantly. Getting hit on the fuel tank is the worst thing that could happen, then engine, then radar (if you're going for a prime target then radar loss is very annoying!)

3. Heli-Gunships — Personally I just ignore these; go high to avoid them. If you want to attack them, stay low and continuously fire your cannon, keeping an eye on your radar. If you keep moving you shouldn't get smashed by one of their missiles.

4. Heat Seeking/Radar Missiles — Heat seekers are no problems as long as you have some flares. If not, YOU'RE IN TROUBLE. Fire your flare just when the missile is below you on the screen. For radar missiles, switch to cannon and try to shoot it. You have a better chance with an ECM pod. It is very tricky trying to shoot down a missile so good luck!

5. Sea Targets — It's best to use Mavericks for these. Position yourself just next to the target on the radar, and as soon as the computer says 'Target Locked', press fire. Watch out for the lighthouse. When over the sea, never fly too low, as you may smash into a cliff.

6. Enemy Rockets — It is very easy to collide with these, especially if you move about a lot. When they are distant you can cannon them; if they get nearer then pull up. If one is right underneath you then dodge left or right and climb!

7. The Weapons — On most missions, it is sensible to have 2 Sidewinders, 2 Mavericks, and all the cannon magazines except one. An extra fuel tank is vital and take all the flares you can fit. If your prime target is an oil refinery or missile base etc, then have 1 Sidewinder and 1 bomb. Just have normal weapons for Stealth Fighters on the runway, as you blast them with cannon anyway.

ROBOCOP 2
(Ocean)

'Your Move Creep!', the immortal words uttered by Robo himself as the Amiga version gets tipped. Apologies to those of you expecting to see the C64 maps this ish but despite Painting by Numbers' Mark Rodgers**'s sterling efforts in getting the maps to me, Ocean still hadn't any carts to hand out for tips purposes. Many, many thanks go to** Paul Finnegan **of Special FX for the map of Level 1 — the River Rouge Complex. Maps for the later levels and tips on the puzzle game section follow next month (and at last some C64 maps, tips and stuff).**

AMIGA CHEAT

Straight from Special FX comes the cheat mode! On the title screen type in SERIAL INTERFACE (with a space between the two words). The Amiga will do a Cheat Mode Rap and at the same time tell you the cheat keys. Just so you know, though, press F9 to replenish your energy and press F10 to jump to the next level.

ROBOTIC TIPS

★ If you see the Coke vending machines then go for them. If you see a Nuke capsule on a platform above you can use the 3-way fire to blast it and then jump up and pick it up 'through' the floor.

★ When going through the forcefields, walk forward just *before* the forcefield disappears. You can have Robo's gun in the forcefield without energy loss.

★ By the time Robo has walked under the beam it should be gone. At all costs don't delay when walking through. Avoid the crushers, they're fatal.

★ Avoid the mortar-firing, grenade-throwing and Stinger missile-launching men like the plague, particularly the latter: one hit can take anything up to a third of your energy so watch it!

★ Make sure you've got all 10 Nuke capsules before you go to the warehouse lab as there's no way back if you've missed any.

★ Watch out for the fast moving men, they're difficult to hit but if you're next to one they'll run back and forth, draining your energy fast so jump away from them and kill them.

★ Try and keep some momentum going as you ride up on the hover pad, avoid the falling capsules at all costs (move up the sides, blasting through the men at the edge) — it's safer, strangely enough, and the chances of a capsule appearing on the sides are lower. If you're low on energy, pick up a Coke capsule if you see one, it's worth falling back down to pick up.

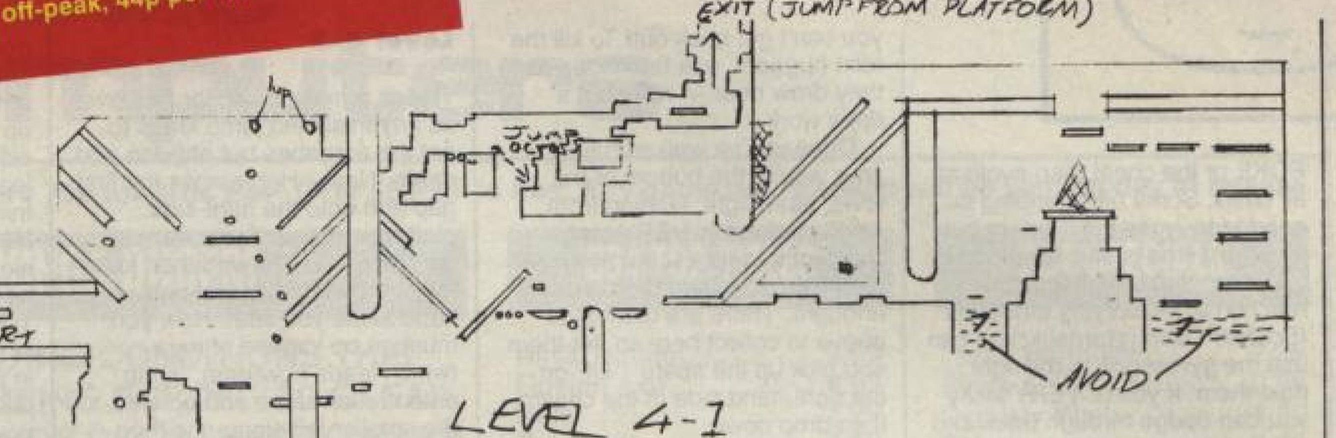
★ Just walk into the woman firing the Taser to arrest her. It's quicker (and healthier) than shooting her from long range.

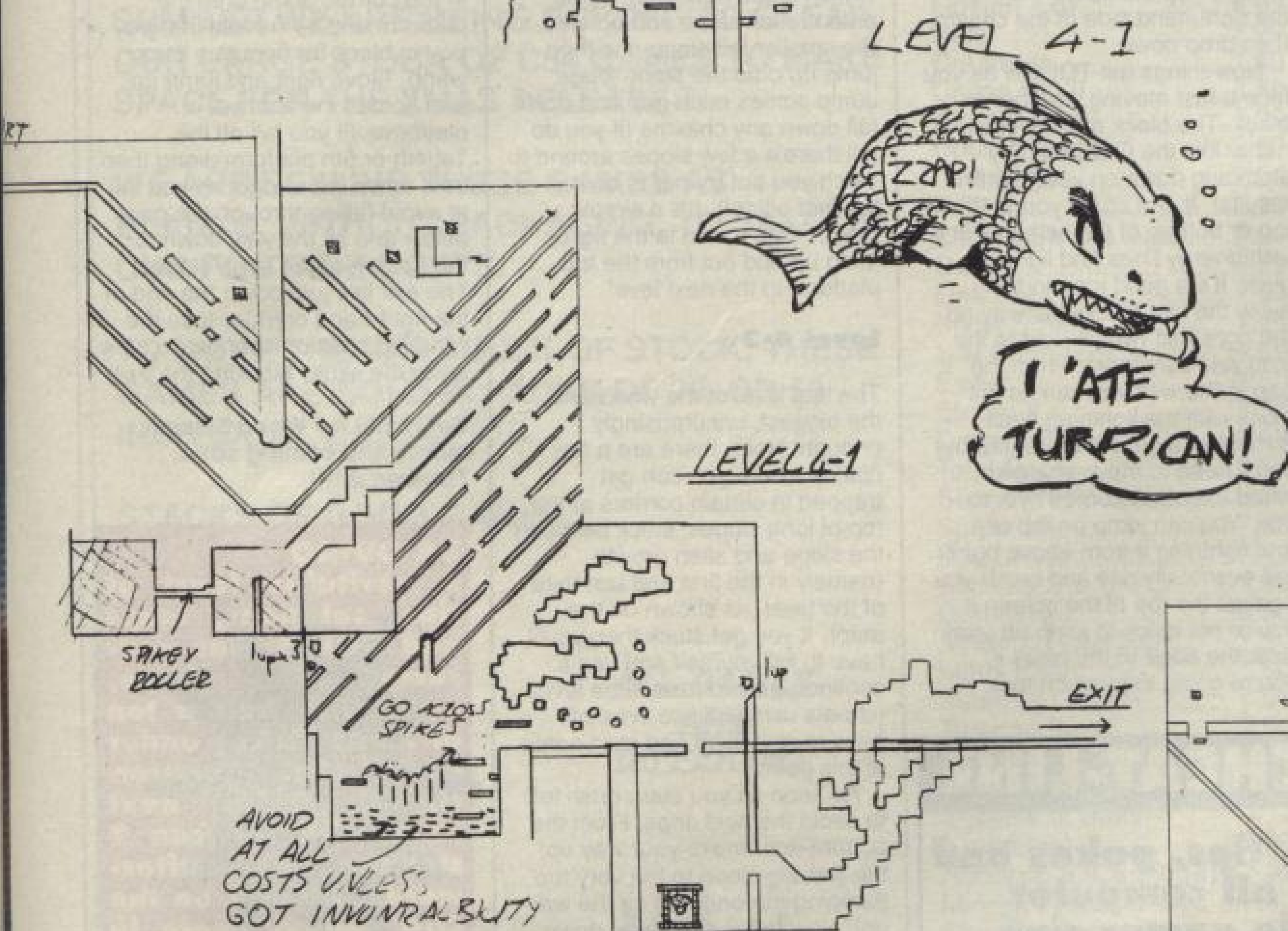
ZZAP! TIPSLINE 70

For those critical, last minute cheats and tips, plus some appalling jokes, call Robin's crucial tipsline.

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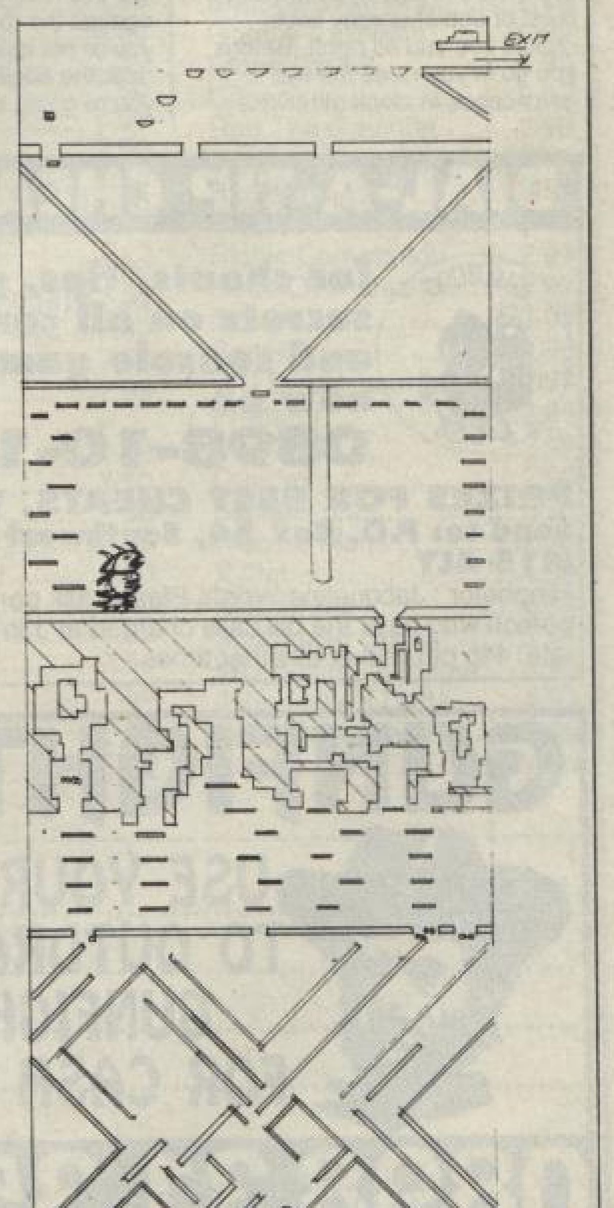




TURRICAN
(Rainbow Arts)

With *Turrican 2* imminent (and what a game it is too!), here's the fourth world of *Turrican 1* to help any of you still stuck in this 'easy' game. The tips roll on (just like the gyroscope) to face the final challenge of World 5 next month.

With the arrival of the Fourth World comes the debut of a simply horrific opponent. The multiplying ooze!! Unless you've got invulnerability through a



CHIP'S CHALLENGE
(US Gold)

You want passwords for *Chip's Challenge* to save on tearing your hair out? Well, here's the first 25 just for you! More next month.

Level	Password	Title
1	BDHP	LESSON 1
2	JXMJ	LESSON 2
3	ECBQ	LESSON 3
4	YMCJ	LESSON 4
5	TQKB	LESSON 5
6	WNLD	LESSON 6
7	FXQO	LESSON 7
8	NHAG	LESSON 8
9	KCRE	NUTS AND BOLTS
10	UVWS	BRUSHFIRE
11	CNPE	TRINITY
12	WVHI	HUNT
13	OCKS	SOUTHPOLE
14	BTDY	TELEBLOCK
15	COZQ	ELEMENTARY
16	SKKK	CELLBLOCK
17	AJMG	NICEDAY
18	HMJL	CASTLEMOAT
19	MRHR	DIGGER
20	KGFP	TOSSED SALAD
21	UGRW	ICEBERG
22	WZIN	FORCED ENTRY
23	HUVE	BLOBNET
24	UNIZ OORTO	GELD
25	PQGV	BLINK

PIG IN A POKE!

POKE or the cheat then avoid at all costs. Some nifty jumping is needed to cross the barriers but one false step is all it takes to fall into them and set off a chain reaction of multiplying amoebas (*Boulder Dash* returns!!). You can use the gyroscope to roll right past them. If you're VERY lucky you can dodge through them and leap back up to safety but there's so many that the odds of survival are very remote. Good luck!

Level 4-1

There's a bonus power block near the start, so get that to start with. If you don't fancy taking your time through the first part of this level then use the map in conjunction with the gyroscope to reach the bottom of the maze of slopes at the start of the level. There's masses of bonus gems to pick up in the secret room to the bottom-left of the 'slope maze' but it can be risky to get to as rather nasty floating skulls roam the area (a swift lightning blast or use of energy lines should see you all right). Before you go in you need the two gyroscopes in stock otherwise you can't get back out! To kill the face huggers, use the mines as they draw near — risky but it does work.

Once you've walked/rolled your way to the bottom of the level, head right, leaping from small platform to VERY small platform to get past the amoebas (you'll learn to hate them quickly enough). There are diamonds above to collect here so get them and pick up the spare 1-UP on the right-hand side of the chasm, then drop down.

Now things get TOUGH as you face a fast moving, crusher block. The block attacks you rather like the Giant Fish by stomping down on you (death results). It can crush you at the top or bottom of the screen. Hit it with energy lines and lightning blast. It's a good idea to blow away the two blocks halfway up the right wall (which lead to the exit) and stay there. From the gap in the wall you can hit the block with the lightning blast (provide it's got a long reach) but you'll need to move sharpish when the block comes over to you. You can jump on top of it and lightning it from above but it will eventually rise and crush you against the top of the screen if you're not quick to jump off (stay near the edge of the block if you're going to jump on top).

Level 4-2

Things remain tough for this level as any mistimed jump leads to not the amoebas but oblivion and death. Nasty. Hop across the first gap and onto the right-side platforms (go up if you want to get the two 1-UPs and then keep leaping over to the first right-hand slope you see). Now you must go up instead of right (which leads nowhere). Jump onto the left slope and up onto the smaller left slope and then jump up onto the stone ledge. Jump across each gap and don't fall down any chasms (if you do fall there's a few slopes around to catch you but try not to do it in the first place!). It's a simple matter then to run to the right, jump up and out from the top platform to the next level.

Level 4-3

The last level of the world and the biggest, unsurprisingly enough! Here, there are a few places where you can get trapped in certain corners at the top of long slopes, stuck between the slope and alien growth (namely in the first and last third of the level, as shown on the map). If you get stuck then you'll have to kill yourself and use a continue-play to restart the level (cheats using infinite lives will have to switch off and start again at this point!).

As soon as you start, push left to avoid the acid drips. From the bottom-right make your way up the first big slope to the very top (jumping the one gap on the way up). Now follow the slope down to the left and leap up to the left onto any available slope. Make your way up and left until you reach the exit from the maze in the top-left. Look for the skulls near the maze exit (the platforms to escape are over the right-hand side of the map (the fifth set); all other sets of platforms lead to bonus items and that's all). Leap up the fifth set of platforms and head left, then up and then right. You'll come to a place with a drip, four diamonds at the top-right and a huge jump between you and them (C64 version owners can get rid of the drip by walking back to scroll the drip off-screen which makes it miraculously disappear). Jump over to get the diamonds and then continue up to exit the stone maze. (There are few problems here, just make sure you don't fall down any gaps at the bottom of the platforms as it would take you through to the maze of platforms below.)

Once out of the stone maze, head left to the Three-Headed Monster. Use your lightning blast on each of the three heads (it's best to get rid of the top one first and work your way down). Use energy lines as much as possible.

Once the three-header is defeated, take your time hopping up the platforms on the left-hand side. Leap across the platforms leading right and go up the last third of the level. Take the LEFT-HAND slope (NOT the right-hand slope as you can get permanently stuck in the corner). Take care as you arrive at the top of the left slope not to get stuck in the corner. Jump onto the platform and up (reveal the grey power block for bonuses if you want). Move right and jump up and across the final set of platforms (if you fall off the 1st/4th or 5th platform along then hold down left or right as you fall to avoid falling through the gaps below and all the way down to the bottom of the large slopes). The exit lies just down the end of the right-hand corridor (use the lightning blast or laser fire to blow away the skulls blocking the exit).

Get ready for World 5 next month and coming soon, *Turrican 2*!!!!!

DA OUTRO

A veritable feast of tips, solutions, maps and POKES was consumed this issue, even with half a ton of Xmas Turkey under our belts. *Turrican* should finish next issue with *Turrican 2* starting soon afterwards, *Robo 2* on the C64 should begin in earnest and hopefully some *Battle Command* tips could start appearing. Anybody working on a C64 or Amiga *Turtles* map out there yet? (although it's not out as I write this), or what about maps, POKES, tips on *Summer Camp*?

Next month watch out for the goods being delivered on *Narc*, *Prince of Persia*, *Night Shift*, *James Pond*, *Chip's Challenge*, *Creatures*, *Navy Seals*. The address for the usual fan/hate mail and tips galore is Newsfield, Pig in a Poke, ZZAP!, Ludlow, Shropshire, SY8 1JW. Till we meet again... hic!

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★ Background graphics are unremarkable, but the animation on the main sprite has to be seen to be believed!

● Domark, Amiga £24.99

PRINCE OF PERSIA

In ancient times Iran was known as Persia, but it was never an easy place to rule. No sooner than the Sultan is off fighting for his country then the dastardly Grand Vizier proclaims himself ruler. To give some kind of legality to his reign he plans to marry the Sultan's beautiful daughter. This is bad news for you, not only because you love the princess, but also because the Vizier is the sort of guy who believes all's fair in love, war and pretty much anything else he wants to win in. So you've been thrown in prison and the princess given an hour to agree to marriage...

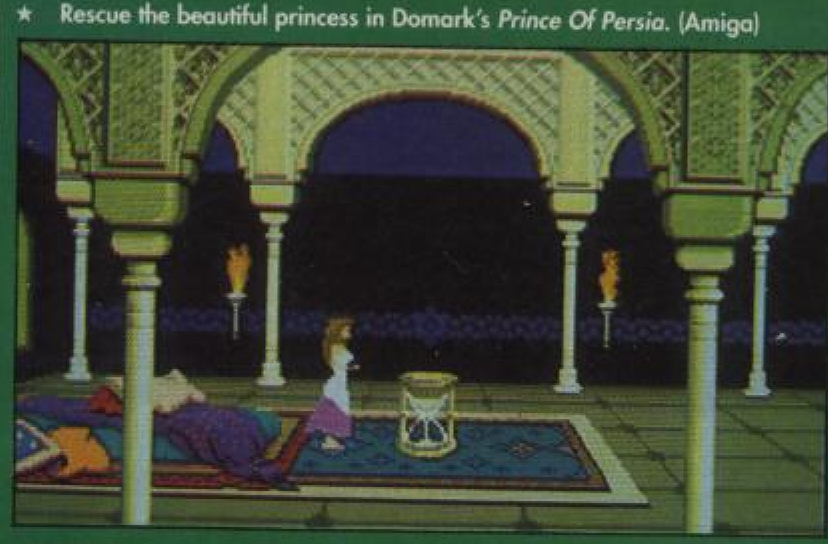
The Princess is imprisoned in a tower and can only be reached by battling through the dungeons, main palace and the tower itself. The further you progress, the more skilfull the guards are, but there's much more to the quest than that. The palace is riddled with traps — loose floorboards rattle then give way, plunging you into fatal falls onto hard stone or razor sharp swords. There's also pressure pads which open gates for a few seconds, or close them! Beds of spikes can be crossed — if you're careful — while health potions restore energy. Further cause for concern is given by rumours that the Vizier is a magician!

Prince is basically an arcade-adventure in the classic mould, complete with flickscreen scrolling, countless platforms and ladders plus plenty of swordplay. The difference is the detail with which your character has been implemented. He can walk, run, inch forward, jump, hang from ledges, duck, pick up objects, make various sword swipes and more besides.



Two 'great heads' for a game that looks decidedly mediocre? 'What's going on?' you cry. Well, cease worrying *Prince* is a superb mix of *Dragon's Lair*-style puzzles and traps with far better interaction. Almost every screen is a mini-puzzle in itself, needing to be taken carefully one at a time. Some are particularly devious — the end of level two had us dying for ages. But the marvellous way some complex moves are accessed, becoming second nature almost immediately, means you never feel too frustrated. It's really enjoyable seeing the Prince leap about — he's animated with such skill that his zest and enthusiasm become infectious, driving you back again and again until the latest puzzle is defeated. My only real moan concerns the similarity of each level in graphic style, although the palace is a bit different — and better. Otherwise each level is nicely structured, progressively expanding the demands and puzzle complexity. Superior animation and quality sampled effects lift it above virtually all other Amiga platform games of this ilk. Recommended!

★ Rescue the beautiful princess in Domark's *Prince Of Persia*. (Amiga)





Persia is one of those unfortunate games that doesn't look amazing in screenshots and lacks any startling new concepts. A shame because this really is a very good game. The sprites more than compensate for the unremarkable backdrops — the number of frames of animation in the prince must be incredible, it's all flawlessly smooth, even down to his stomach swelling when he swigs down a potion. Actual gameplay is surprisingly addictive, with lots of nice touches which add up to some tricky puzzles. Exploring is always worthwhile and can give the solution to rooms further on. Needless to say there's plenty of pixel-perfect leaping about, but the hero is so controllable that this is rarely too irritating. Similarly going back to the start of a level can be annoying, especially with time always ticking down, but the superb playability always pulls you back. It's amazing how such a basically simple game has been made so addictive and compulsive by programming flair and attention to detail.

C64 UPDATE

No definite plans as yet, but after *Wings Of Fury* it's hoped there will be one eventually.

PRESENTATION 84%
Intro, good demo, interlevel screen, keys option, save-to-disk after level 3, infinite continue-plays (from beginning of level until time runs out).

GRAPHICS 85%
Unremarkable backdrops, but all the characters are brilliantly animated. The main sprite has an incredible number of superb moves.

SOUND 80%
Excellent spot FX with some nice tunelets.

HOOKABILITY 86%
Instantly playable, with complex moves mastered very easily.

LASTABILITY 88%
It's fairly easy to use continue-plays to battle through a couple of levels, but a one hour time limit overall makes speed vital eventually with tougher guards and traps to look forward to.

OVERALL 88%

The best swashbuckling arcade/adventure in ages!



edd the duck

● Impulze, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Television will never be the same! At last, Edd the Duck has been given his own TV series. However, Wilson the Butler is a bit miffed at being left out. He reckons he had a hand in Edd's rise to fame, so he sets out to sabotage the show.

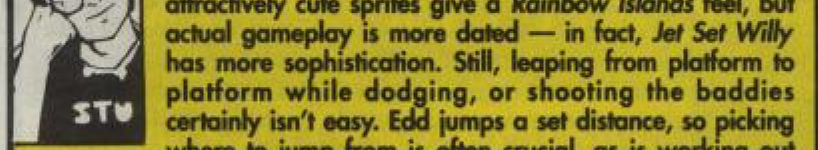
Edd's TV series is split into nine episodes, three for each of the three BBC Departments: Weather, Special FX and Children's TV. In each vertically scrolling episode Edd must jump between platforms, collecting stars and avoiding Wilson's cronies — including fish, bumblebees and even Arglefrags from the Alpha Centauri System (you've got to hand it to Wilson, he's got contacts). If Edd collides with any of these he takes a fall and the director orders a retake — Edd has four takes (lives) in all.

Edd also has a special snowball firer which freezes nasties for a short time, allowing him to safely pass through them. When Edd has collected all 20 stars, he can star in the next episode.



Edd is a peculiar little game: the basic style and some attractively cute sprites give a *Rainbow Islands* feel, but actual gameplay is more dated — in fact, *Jet Set Willy* has more sophistication. Still, leaping from platform to platform while dodging, or shooting the baddies certainly isn't easy. Edd jumps a set distance, so picking where to jump from is often crucial, as is working out alien movement cycles. The aliens don't home in, but they have to be beaten to get those stars and can't be killed — falling often lands you on top of baddie who's just woken up! So although basic, play is challenging and somewhat compulsive. Quality graphics and a nice soundtrack on the Amiga mean Edd fans will no doubt be hooked, even if I wasn't. The C64 version plays much the same, and although baddie sprites are generally Spectrumesque, colourful platforms and a good main sprite compensate.

★ Those teddies may look cute but they'd only be too pleased to knock Edd over. (Amiga)





First impressions are of *Rainbow Islands*, what with the vertically scrolling, platform-filled levels. However, *Edd* plays much simpler than that: just collect the stars without touching the nasties. Maybe it's the cute main character, but the game has a certain simple charm that keeps you coming back for another try. Technically, neither version impresses. Despite some Spectrumesque sprites, the C64 version comes off the better, mainly due to the 8-bit nature of the game. Edd is also slightly smaller in relation to the screen size, so you can see more above him. Nonetheless it's more difficult than the Amiga game — even the first level is a challenge to complete. Sound is good on both formats, with the jolly Amiga tune particularly pleasing. All in all, not quite a quacker but good fun for Edd fans.

amiga

PRESENTATION 55%
Same as C64.

GRAPHICS 69%
Simplistic but nicely animated and shaded.

SOUND 72%
Pleasant in-game tune and tunelets, no FX.

HOOKABILITY 68%
Very easy to get into.

LASTABILITY 62%
Only nine levels, and not as challenging as the C64.

OVERALL 66%
Simplistic but good fun for Edd fans.

C64

PRESENTATION 62%
No multiload, high score table, simple death and 'episode complete' screens.

GRAPHICS 63%
Monochrome nasties look a bit Spectrummy, but the overall look is cheerful.

SOUND 66%
Jolly little tune, in-game spot FX and tunelets.

HOOKABILITY 71%
Simple concept makes it immediately playable.

LASTABILITY 68%
Only nine similar levels, but they're challenging enough.

OVERALL 70%
Good simple fun.

● Thalamus, C64 £9.99 cassette, £14.99 disk

SUMMER CAMP

Summer Camp is an American institution, a place where most American kids are sent over the summer hols. It's a place of outdoor sports, campfire singing and rodent oppression! Yep, yours truly — Maximus Mouse — is always being blamed for the slightest mishap at Wotadump summer camp. So when the camp's flag goes missing, twenty-four hours before its season opening, my whiskers start twitching. The incredibly patriotic, and extremely sadistic, camp commander has promised to barbecue me if the flag isn't found — he thinks I ate it!

Methinks it's time to find a replacement, unfortunately whenever I go to the corner shop to buy one everyone screams and tries to jump on me. There's only one solution, nabbing the flag on the moon, the one they always show on MTV! So it's time to get some transport, but since my allowance won't stretch to a C5 I'll have to do it myself. On each of four large levels I have to collect Acme crates, each containing a vehicle part. Sounds easy enough, but there's plenty of mouse-hating creatures around to drain my energy or even eat me. It's just as well that I can roll out pool balls from handy dispensers, using them either as a platform or a as weapon to roll over nasties. The levels are also littered with special icons, most of which can be collected — apart from the deadly mousetraps — to give me extra energy, extra lives, a gun to kill nasties, smart bomb, and even the power of flight — on the first level this is achieved by turning my tail so fast it acts as a rotor! I can also perform a spectacular low jump to get onto platforms and lifts, although if I fall too far I'll make a big splat — unless I'm wearing a parachute.

As I collect the Acme parts, a vehicle blueprint builds up. When this is complete a subgame begins — I must assemble the vehicle using switches. If I select the correct switch, a vehicle component is fitted; get it wrong and ALL the fitted components are put back into their boxes! I get a bonus if the vehicle is completely assembled within the time limit — though even if I fail, the vehicle is magically assembled to take me to the next fun-filled level.



★ Each and every screen in *Summer Camp* is an intricate puzzle requiring smart thinking!



Summer Camp is as cute as *Creatures*, with just as many amusing touches such as the parachute opening *after* Maximus has crashed to the ground. Then there's the cat who eats Maximus (!), the horse yet to be stable-trained and the trampoline-like surface of the pink moon. The actual gameplay is a bit overfamiliar to veterans such as myself: it's *Jet Set Willy* time with lots of pixel-perfect leaping about. Additional features such as spitting melon seeds (!), picking up pool balls and suchlike never completely disguise the lack of originality. Nevertheless it is very playable, the sub-game provides a nice intermission while the graphics are top-notch — imaginative and very entertaining. For newcomers, or fans of this type of game, *Summer Camp* will be perfect.



Summer Camp is no masterpiece, but it is a fun little game. The simple platform action seems very old-fashioned but it's livened up by jolly tunes and some very cute, colourful graphics. Each of the four levels has its own unique graphical style, ranging from the Wild West to the moon — complete with the mousy hero wearing a goldfish bowl on his head! Apart from the pool ball dispensers, though, there's very little in the way of gameplay innovation — the bonus sections are disappointing, solved merely by trial and error. Nevertheless, the game's certainly a fun-packed challenge with plenty to write home about. All in all, I'd say *Summer Camp* is well worth a visit.

★ The blueprint of the Acme vehicle is slowly taking shape in the top right corner.



PRESENTATION 80%
You stay on the level after death, help screen and in-game arrow hints.

GRAPHICS 82%
Imaginative, varied and detailed. Lots of colour and humour.

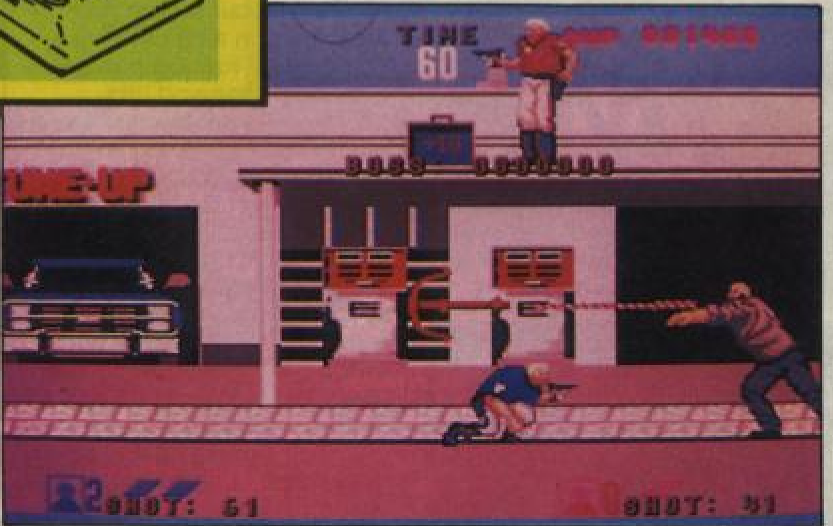
SOUND 73%
Some nice tunelets, Laurel and Hardy-like main tune and decent FX.

HOOKABILITY 78%
Freedom to choose your own route through initially confusing, takes time to work how to go about things.

LASTABILITY 81%
Four levels provide a formidable and varied challenge.

OVERALL 80%

A fun way to spend many winter nights!



★ The red cop's just collected some extra ammo while the blue cop ducks underneath a deadly grappling hook. (Amiga)

ESWAT

A 64

● US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Cyber City is the latest American metropolis to fall under the control of criminal elements, but rather than calling in RoboCop, Don Johnson or the Narcs, this city has developed its very own supercops. Department ESWAT (Enhanced Special Weapons And Tactics) is an elite division of the Cyberpolice — you know, the one where the *really* big guns are! Of course, it's your aim to get promoted from being a regular SWAT cop to being an ESWAT cop. Missions are so tough nowadays that just one patrol earns promotion, firstly to captain then assistant chief and chief before finally making it into ESWAT. Here you are outfitted in the very latest in cybernetic exo-suits, double-laser cannons and the option to upgrade to mega-weapons.

The pursuit of truth, justice and gross-out body counts is shown side-on, in a horizontally push-scrolling urban jungle. As one or two cops march rightwards, criminals rather stupidly rush them from left and right. Wiser crooks snipe from windows, while at the end of most levels there's a super-baddie to be dealt with. The cops can shoot upwards to take out snipers, or alternatively jump up onto the platforms to attack them from the side. Once transformed into an ESWAT cop, the villains start dropping all sorts of superweapons which can be picked up and used. These tend to be of the smart-bomb variety and are activated by the shift keys.

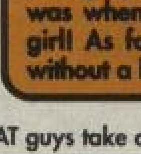
On the Amiga version, men have three units of energy to lose before dying, and very little ammo so picking up bullets is essential. By contrast, the C64 has no energy units but more lives, and so much ammo that magazines are unnecessary.



The *ESWAT* coin-op drew obvious inspiration from *RoboCop*'s side-on view sections — hardly original themselves — and added some fun guff about ordinary cops getting exo-suits. The transformation added plenty of incentive for fighting through the early stages, and while originality was low, playability wasn't bad. It should have made a good home computer game, but it hasn't...

The C64 version is probably the worst. Graphics are dull, end-level opponents completely unremarkable and gameplay soon becomes tediously repetitive: walk left, shoot a couple of villains, dodge the bullets and shoot a couple more villains. Transforming adds very little to the game, while graphic glitches proliferate. Die-hard fans of the coin-op might find it acceptable, but for anyone else this offers very little.

Amiga *ESWAT* is slightly better. The backgrounds are generally disappointing, washed out and often lacking shading, but the misproportioned sprites are big and competently animated. Gameplay is still dull, but interlevel presentation screens, limited ammo and more impressive exo-suits make it marginally more enjoyable than the C64 game.



Let's take the coin-op first. A derivative shoot-'n'-beat-'em-up with no real innovations. Now take the conversions (please do!). The C64 game features small, unattractive sprites with some extraordinary glitches — one baddie even appeared to have his legs separated from the rest of his body! And when I was standing on a barrel (well it looked a bit like one!), the baddies killed me by shooting at its base! There's also no interlevel presentation; just a sort of hiss and a confusing switch to the next scene. The Amiga game fares little better with dull interlevel screens and very pale graphics. It also has the odd glitch, the most humorous of which was when an arm appeared from nowhere to embrace a rescued girl! As for playability, both versions are sluggish and repetitive without a hint of excitement.

amiga

PRESENTATION 76%
Attract sequence showing exo-suit details, interlevel briefing screens, simultaneous two-player mode and two continue-plays per play.

GRAPHICS 63%
Generally bland, washed out graphics although sprites are big and animation is acceptable.

SOUND 55%
Mediocre intro tune while in-game sound is restricted to adequate spot FX.

HOOKABILITY 57%
Easy to get into, although sluggishness prevents real addiction.

LASTABILITY 50%
Later levels offer little new.

OVERALL 52%

A mediocre conversion of a mediocre coin-op.

C64

PRESENTATION 44%
Two levels per load, simultaneous two-player is welcome but there's no presentation screen.

GRAPHICS 61%
Colourful but unsophisticated backdrops and adequate sprites, but also some glitches!

SOUND 45%
Okay title tune, adequate in-game FX.

HOOKABILITY 60%
Again very easy to get into, possibly too simplistic...

LASTABILITY 43%
...while later levels add little new.

OVERALL 49%

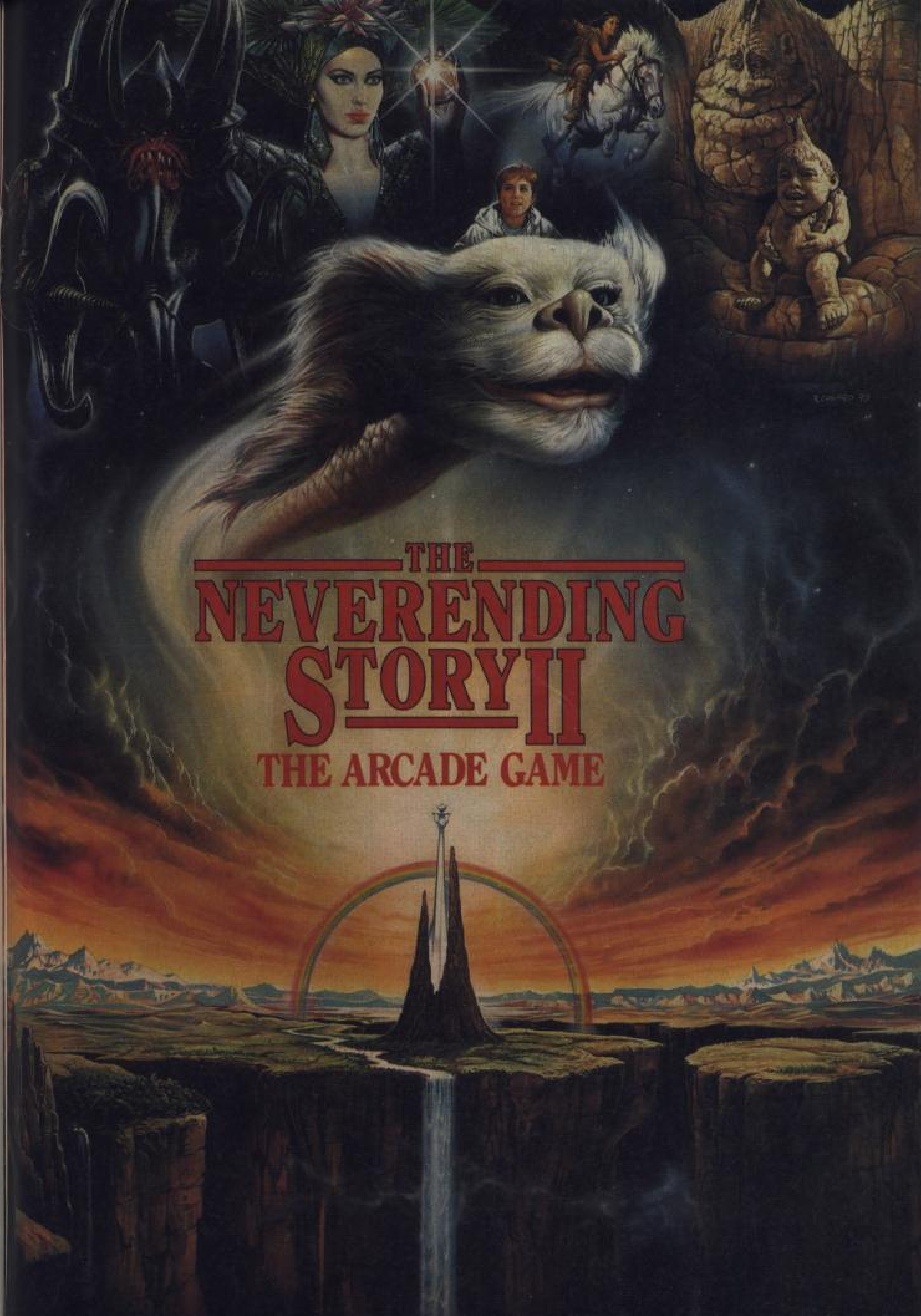
An uninspired conversion.

★ Kitted out in their exo-suits, the ESWAT guys take on a brown-trousered villain. (C64)



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MASTERBLAZER



X mas '85 saw *Ballblazer* earn 98% as 'the computer equivalent of such classic sports as football and tennis'. The belated Amiga conversion boasts additional features such as a tournament option for eight human or computer players and a race game. The core game uses a rectangular playfield surrounded by walls. The goals are constantly moving at either end, and 1-3 points are awarded depending how far away you are when a goal is scored.

You pilot a rotofoil which automatically points toward the ball — get close enough and it's captured in your pullfield. Pressing fire triggers a pushfield firing the ball, also useful for knocking the ball out of your opponent's pullfield.

The Race Game uses the same basic graphics, only the goal posts serve as gates which you must race through, hopefully carrying the ball — there's one between each set of posts.



I thought the original *Ballblazer* was overrated. Five years later, *Masterblazer* features the same extraordinarily unsophisticated concept: a sort of high-tech blow football! There are very few tactics involved — play is limited to a frenetic tussle between the two players. This can be fun for a few games but, even with its tournament mode and (dull) race game, *Masterblazer* is woefully lacking in content — especially for £25.



Excellent presentation is welcome, but the essential thing is the game and after five years it's a little dated. Fast, fun and frenetic it may be, but for long term play it lacks the subtlety of say, *Kick Off 2* for one. *Purple Saturn Day* contained a superior single-player variant among its four games and perhaps Rainbow Arts should have written some more games to go with the official conversion. The race game is less sophisticated than the main game and again, while fun in the short term, lacks lastability.

PRESENTATION 90%
Good intro, nine levels of droid opponent, variable time limit, two-player mode, tournament and good demo/info screens.

GRAPHICS 74%
Extremely fast with good detail on rotofoils.

SOUND 86%
'Auto-improvised' main tune plus nice in-game FX.

HOOKABILITY 76%
Can be confusing initially, but superb presentation soon makes things clear and pulls you in.

LASTABILITY 75%
Tournament and two-player provides some lasting challenge, but basic game is limited.

OVERALL 76%

An excellent conversion of a somewhat dated game.

● Domark/ Tengen, C64 £9.99 cassette, £14.99 disk

badlands

After a nuclear war, life goes on — in the motor racing world at least. Violent races continue on tracks in a zone known as the Badlands. Cars are armoured and armed and losers pay with their lives.

Eight single-screen, plan-view tracks are littered with hazards such as oil patches and spikes. One or two players compete against computer controlled opposition in four-lap races. If a car is destroyed, a helicopter lowers a replacement onto the track, wasting precious time — only the winner goes on to the next race.

Spanners lying on the track can be collected and used in the interlevel shop to buy shields, higher acceleration, missiles etc.



A few years back, I thought the *Super Sprint* coin-op was outdated rubbish but it was converted to the Commodore all the same. *Badlands* is really no better; different graphics and one or two new features. Gameplay's just a matter of steering left and right to negotiate curves and dodge obstacles — hardly likely to tax the brain cells and reflexes of today's gamers. Aesthetics of the conversion are weak too: crude, boring backgrounds and grating music and engine noises. Bearing in mind Domark's success with previous Tengen coin-ops, *Badlands* is a vast disappointment.



Badlands suffers from coming after the brilliant *Iron Man* conversion. The cars are just that bit too large for courses, making overtaking difficult and it's frustratingly easy to crash as you try to barge through. The pace and rough and tumble action of *Iron Man* is missing, but the weapons are a nice addition. Also the two-player mode works well enough — Phil and I had some fun co-operating against the computer player. If you liked the coin-op this isn't bad.

Amiga update
Should be out soon, priced £24.99.

PRESENTATION 75%
One or two players, continue-plays, winner's podium and shop screens.

GRAPHICS 49%
Dull, simplistic backgrounds and plain car sprites.

SOUND 38%
Irritating title music, droning engine noises and a few squeaks.

HOOKABILITY 64%
Gameplay and control method are very easily grasped.

LASTABILITY 39%
Eight tracks and various car improvements aren't enough to disguise highly repetitive gameplay.

OVERALL 41%

A lacklustre conversion of a mediocre coin-op.



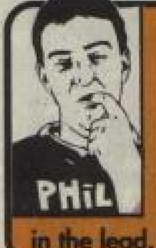
● **Psygnosis, Amiga £24.99**

nitro



With all these 'races to the death' it's a wonder there are any drivers left at all! In fact, just four remain to contest the Nitro Championship. Its 30 races take place over four different types of terrain so, uniquely, the competitors are allowed to change their cars — Formula 1, Sports Car or Turbo Buggy — for a small fee in-game.

The action is shown from overhead with the four cars (up to three human competitors) racing around scrolling roads. If a car is scrolled to the edge of the screen it loses valuable fuel and is replaced further ahead on the track. Run out of fuel and you're out: so watch out for fuel barrels which roll by. Other collectables include nitro boosters, points and cash to spend in the interlevel shop to buy better engines, tyres, nitro boosters, etc. Some of the races take place at night with the road only lit up by headlights — you can even collect dark bulbs to turn your opponents' lights off! Winning a race earns you championship points and extra fuel.



This is very reminiscent of *Hot Rod,* but with a few extra frills. The three-player mode is fun for a few races, with a mad rush for the fuel barrels and other collectables. However, finding the correct route around some of the tracks isn't easy and you often end up down a dead end — especially at night! Also, I was annoyed at the way you can be penalised for beating the scroll when you're in the lead.



Nitro is a surprisingly playable game, especially with three players. Obviously there's a lot more movement than in static screen racers such as *Iron Man* and *Badlands,* giving an involving sense of exploration. It's also a good idea how if one player drops off the screen he's warped back into the action, but at the cost of some fuel. The only drawback is the simplicity, at £25 it's overpriced and lacks lastability — especially if you haven't got someone to compete with.

PRESENTATION 70%
Nice ray-traced intro, choice of car, upgrade parts and option for other players to join in at any time.

GRAPHICS 64%
Unremarkable but smooth scrolling overhead view.

SOUND 74%
Okay soundtrack, nice FX and shopping tune.

HOOKABILITY 77%
Very easy to get into, with good multi-player option.

LASTABILITY 54%
30 races provide a tough challenge, but it's ultimately repetitive.

OVERALL 64%

A fun little game, but overpriced.

● **Electronic Arts, Amiga £24.99**

INDIANAPOLIS 500

The official sim of one of motor racing's greatest races allows you to race around that famous banked oval in one of three types of car (March Cosworth, Penske Chevrolet or Lola Buick), steering via mouse, joystick or keyboard. Colliding with other cars or the track wall can result in a spectacular pile-up — which can be replayed (only on 1Mb machines) from six different camera views.

In the full 200-lap race (you can also compete in shorter sprint races) you'll need to visit the pits several times to refuel and change tyres. Here, you can also make subtle adjustments to your car configuration by altering the settings of wings, gears, shocks etc. The longer races also feature yellow flags which forbid overtaking while wreckage is cleared from the track.

Options allow you to alter mouse sensitivity and choose from three levels of graphic detail — the less detail, the faster the game speed.



Well, it's better than *Days of Thunder*, but other than the fast screen update and the much vaunted Instant Replay feature there's not much else to hold your attention. One track just isn't enough, especially when it involves 200 rather repetitive laps. I couldn't even manage 20 laps in the top-of-the-range Penske/Chevy with its ultra-fragile tyres! It's a challenge, I'll give it that, and it proved quite entertaining inching past rival drivers on the straights and dodging wrecked cars but it's *very* frustrating to make a simple mistake or be shunted from behind and get knocked out of the race. Effects like the debris coming off cars with realistic sonic accompaniment just don't add enough.



Apart from making minor adjustments to the car, this is a pretty straight-forward driving game. Once you've learnt how to corner efficiently on the banked bends there's little else to do other than avoid contact with the numerous computer cars. Hence, with the uniform oval track, the action is on the dull side. Doing this for 200 laps seems unthinkable — although this is where some tactics do come in, using yellow flags to your advantage and making pit stops.

PRESENTATION 78%
Extensive options including replay facility.

GRAPHICS 74%
Okay 3-D with variable graphic detail.

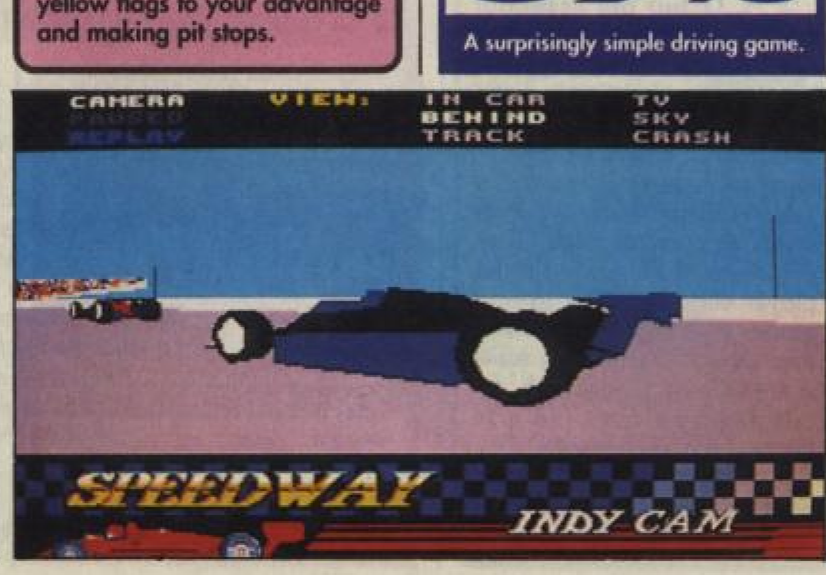
SOUND 60%
Intro tune and engine FX.

HOOKABILITY 73%
Shorter, no-damage races are a good introduction...

LASTABILITY 65%
...but the full, 200-lap race is only for the brave!

OVERALL 69%

A surprisingly simple driving game.



● Tengen/Domark, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

S.T.U.N. RUNNER

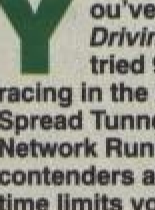


You've done some *Hard Drivin'*, but have you tried 900mph speed racing in the 21st century's Spread Tunnel Underground Network Runner? Taking on all contenders and the tightest of time limits you race through the 24 tunnel networks, the twists and turns getting wilder and crazier with each new level.

The Runner is initially unarmed but progression sees wing pods added and lasers for disposing of annoying drones and mag cycles that can slow you down. Avoid the armoured drones though; they're indestructible.

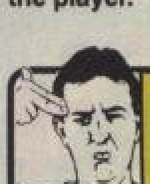
The Runner can climb up onto the sides of the tunnel walls to keep up speed. Running over boost pads gives extra acceleration and allows the Runner to loop over the top of the tunnel. Ramps lift it momentarily into the air over obstacles. Collecting 30 green stars (blocks on the C64) gives a Shockwave (smart-bomb) for use later on.

Three skill levels allow the Runner to start on selected stages of the network with two continue-plays. Also in the game are Challenge Levels, consisting purely of boost pads where the Runner has to race over as many pads as possible to get into the Booster Bunch Hall Of Fame. The prize for the fastest Runners is a chance at the Ultimate Challenge track where everything is thrown at the player.

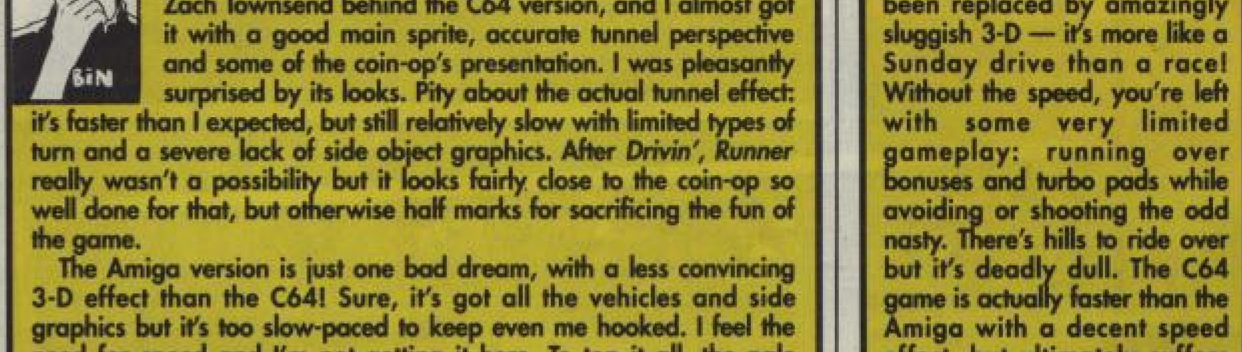


I adored the coin-op so I was wary of this one following the disastrous C64 *Hard Drivin'*. I hoped for something at least passable, especially with ex-Ocean programmer Zach Townsend behind the C64 version, and I almost got it with a good main sprite, accurate tunnel perspective and some of the coin-op's presentation. I was pleasantly surprised by its looks. Pity about the actual tunnel effect: it's faster than I expected, but still relatively slow with limited types of turn and a severe lack of side object graphics. After *Drivin'*, *Runner* really wasn't a possibility but it looks fairly close to the coin-op so well done for that, but otherwise half marks for sacrificing the fun of the game.

The Amiga version is just one bad dream, with a less convincing 3-D effect than the C64! Sure, it's got all the vehicles and side graphics but it's too slow-paced to keep even me hooked. I feel the need for speed and I'm not getting it here. To top it all, the pale colour scheme suggests a PC or ST port-across and the weak graphic of the Runner looks like bits have fallen off it!



I'm stunned by just how bad this is, especially the pathetic Amiga version. The exhilarating speed of the coin-op has been replaced by amazingly sluggish 3-D — it's more like a Sunday drive than a race! Without the speed, you're left with some very limited gameplay: running over bonuses and turbo pads while avoiding or shooting the odd nasty. There's hills to ride over but it's deadly dull. The C64 game is actually faster than the Amiga with a decent speed effect, but ultimately suffers from the same lack of content. Not a bad effort, though.



amiga

PRESENTATION 51%
Disappointingly spartan front end. Track description, three skill levels and high score table. Pointless multi-load.

GRAPHICS 41%
Washed out, lacking detail and sluggish in movement.

SOUND 73%
Above average, moody synth title tune. Good sampled commentator voices with some unsophisticated FX. Great engine drone.

HOOKABILITY 39%
When an Amiga game moves slower than its C64 counterpart, things don't bode well...

LASTABILITY 36%
...and with little in the way of graphic variety to reward progress, the appeal is limited.

OVERALL 37%

Not so S.T.U.N.N.I.N.G.

C64

PRESENTATION 77%
Intro screens with 3 skill levels, two high score tables, two continue-plays. No multiload.

GRAPHICS 52%
Looks rather like the coin-op with a convincing Runner sprite. Hasn't got the speed or smooth tunnel animation to match, though.

SOUND 44%
Initially promising main tune is let down by very standard drum effect. Poor in-game effects and tunes don't help either.

HOOKABILITY 54%
Simplistic action throughout but very tight time limits can make progress slow.

LASTABILITY 42%
Dull with lack of major graphic change in tunnels, enemy vehicles and little reward for completing sections.

OVERALL 48%

A graphically good conversion lacking all important fun and excitement. M.E.D.I.O.C.R.E.

ZZAP! TEST! SIZZLER

● Ocean, Amiga
£24.99

BATTLE COMMAND

The Ultra War is set on the New World, a planet dominated by two warring superpowers — namely the North and South. Forces are so evenly matched that however many people die, neither side comes any closer to victory or defeat. The latest hope for breaking this 'forever war' is the Mauler supertank, which can be sneaked over enemy lines in a Stealth Chopper for devastating surprise attacks.

There are 15 missions which can be attempted in any order, with a secret final one when the rest have been completed. Although there's plenty of external views of the tank, the best view is from the cockpit. Keys, joystick or mouse can be used alone or in combination. The Mauler is capable of 90mph, and equipped with sophisticated radar (the colour of dots showing whether they're enemies, buildings, etc). There's also some add-on hardware: a Rear View Camera, Nightsight, Binoculars (up to 8x magnification) and a Homing Scanner, showing where a selected object is. These special views can be shown on the Mini-Screen in the centre of the control panel.

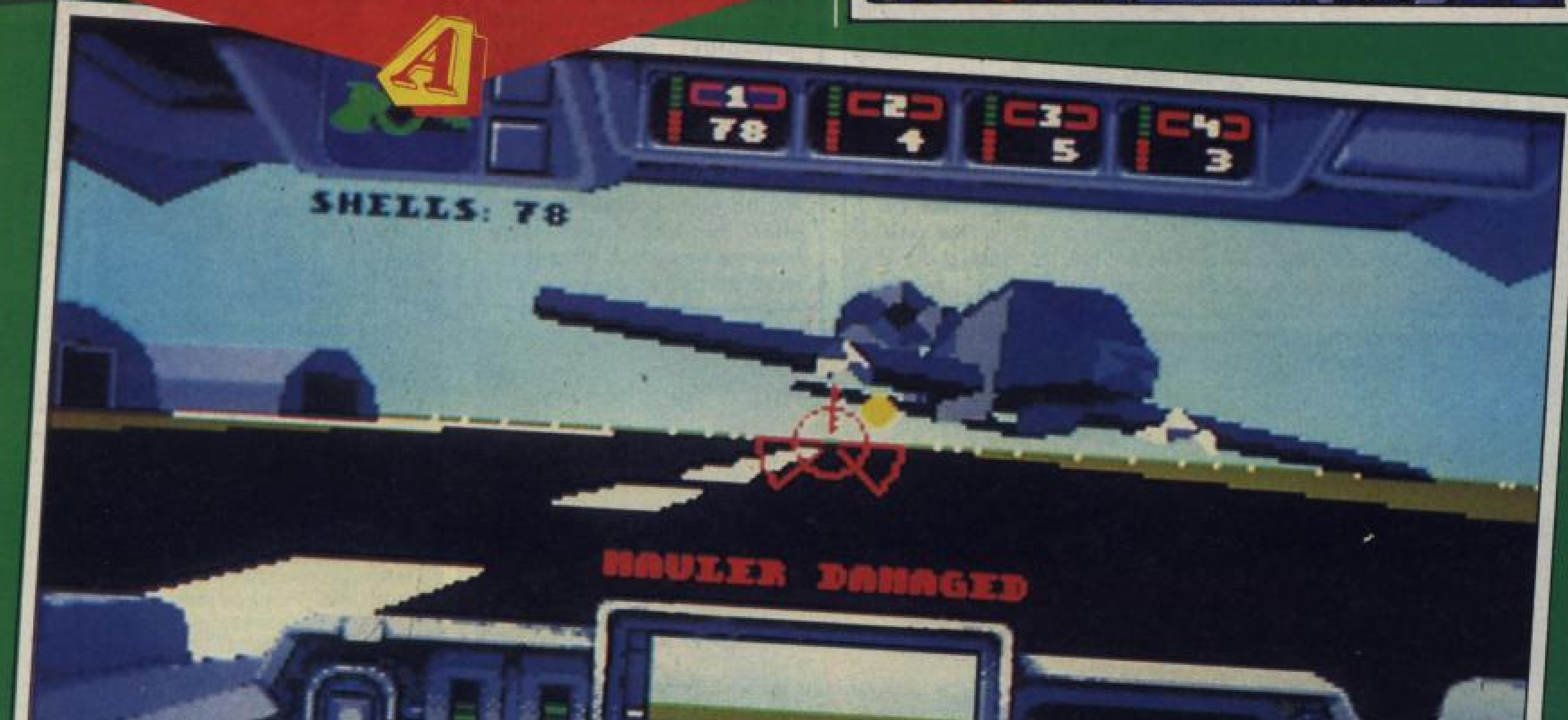
The basic Mauler is completely unarmed so before each mission you have to fill four weapons slots. To fire normal, unguided shells the basic (non-rotating) turret can be armed with 60 shells. Additionally the turret can fire missiles. The Banshee Surface-to-Surface Missile comes in heatseeking and radar-guided types: the latter is more accurate but also bulkier, so less can be carried. The Phoenix Surface-to-Air missile is similar, but targeting is more complex where you must use the Mini-Screen to move the cursor into a lock-on. And the Dragonfly is completely remote controlled.

More simplistic is the K40 mortar: shells are thrown upwards and forwards to hit objects hiding behind hills, for example. The K90 is an improved version, with each mortar splitting into eight bombs mid-flight. But the most powerful weapon is the base-wrecking Sleeper Time Bomb!

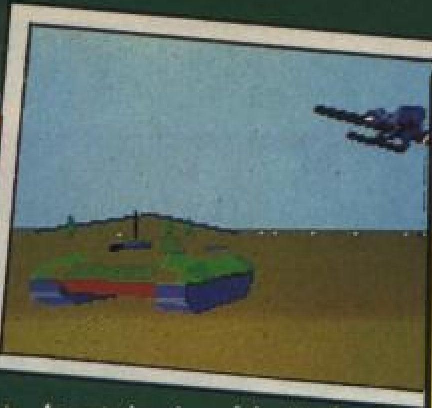
The Mauler can also be equipped with defensive weapons such as flare and chaff launchers to decoy heatseeking and radar-guided missiles respectively. These can be set to launch when you press fire, or once every minute

★ *Battle* is played at 24 times real speed, so night can come very quickly making nightsights invaluable.





★ A beautifully detailed A-10 attack jet takes off just inches before hitting you.



★ An exterior view of the Mauler.

(quickly exhausting supplies). More impressive is the SLAM laser — once activated, this fires automatically but can only take on one missile at a time. The SLAM is good for 80 shots. Rather less defensive is the amazing anti-armour Skeet weapon: fired from the rear this zooms over the battlefield until it locks on a target, then explodes directing a lethal shell at the target.

If you get hit, systems nearest the point of impact can be damaged or knocked out: anything from weapons to instruments to fuel. Aiming to inflict heavy damage is a huge range of enemy forces, including various types of tanks, gunship helicopters, scout helicopters, spotter aircraft, gun emplacements, anti-tank jets, armoured cars, multiple-rocket launchers

Missions range from simplistic kamikaze blast-'em-ups to rescuing hostages to diverting trains (!) to escorting truck convoys. There's a satellite to find, a bridge to defend and at the end of each mission you must reach the pick-up point to be flown out by chopper. You then have the option of saving to disk, with successful missions adding to the range of available weapons.

Battle is a surprising sort of game considering Realtime's strategic reputation. Frequent, close-in tank combat resembles *Battle Zone* more than anything else, a little unrealistic considering the long range gunnery of modern tanks. *Team Yankee*, let alone MicroProse's *M-1*, has a more realistic feel. As for actual strategy, there's none, the fifteen main missions are linked only by their offering bonus weapons like a typical coin-op.

Sim buffs will be a little disappointed, but everyone else will probably love it. The missions are packed with variety, ranging from simplistic blast-'em-ups to stealthy sneaking around to tricky puzzlers. Then there's the glorious range of whiz-bang weaponry — the remote control missiles are particularly good fun and vital for some missions. But the enemies are the real stars, a huge range of targets from fixed gun emplacements to attack jets. The complex way they behave is fascinating.

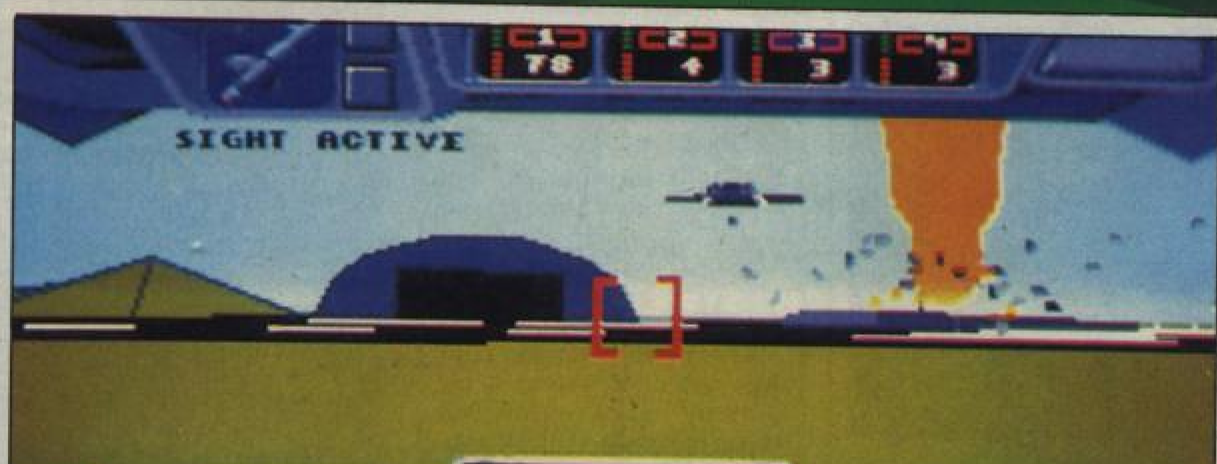
After the stunning helidrop, in-game graphics seem a little disappointing: lots of flat green plains and a dull Mauler tank. They grow on you, though, being extremely fast with the numerous enemy objects all packed with detail. The monochromatic nightsight is also good fun and adds to gameplay.

Battle isn't as stunning as *Carrier* was, but it's a lot more playable and well worth getting.

What *Battle Command* lacks in realism it more than makes for in playability, general polish and some outstanding vehicle graphics. Realtime have ignored the Amiga's limitations and gone over the top on the number of on-screen polygons with no noticeable speed loss. The Stealth Chopper looks excellent, as do the A-10s but my personal favourite is the Apache, a great sight to see taking off when I started taking out its base. Fancy graphical effects don't make up for a lack of 'driving' realism but they're impressive nonetheless. What got me excited about *Battle Command* was the considerable variety of mission styles and demands. There's only 15 missions (plus one secret mission) but it's not all blasting as stealth and tactics are definitely needed. Search-and-rescue missions involve (hopefully!) minimal contact with the enemy as you hunt for a satellite or a hostage, Escort Duty is literally that with the Mauler on the defensive for once in an attempt to protect a fuel convoy, while attempting a direct assault in the Hostage mission is doomed to failure. With the advent of tactics comes new, tougher and markedly different attack tanks with each successive mission, making for engrossing stuff. Roll on the Mission Disks.



★ As a hangar blows apart in the distance an enemy A-10 seeks vengeance.



★ Oops! A multiple-rocket launcher about to turn you into scrap!



C64 update

Honestly, one is planned for later this year.

PRESENTATION 92%
Great intro showing helidrop of Mauler, slick save/load/format disk options, informative pre-mission briefings, friendly control system. Zoom in/out, rotate external views.

GRAPHICS 92%
As the intro makes clear, Realtime can move some incredibly complex objects around. Possibly the best 3-D yet despite mediocre hills.

SOUND 93%
Good title music, but in-game FX are truly brilliant with excellent detail.

HOOKABILITY 90%
First mission makes this as easy to get into as *Battle Zone*!

LASTABILITY 91%
16 missions aren't a vast amount these days, but they're all well designed and nicely varied. Plus, mission disks are planned.

OVERALL 90%

A playability-packed tactical/arcade stunner!

ZZAP!TEST!

● Digital Integration, Amiga £24.99

ATF 2

The original *ATF* came out almost three years ago, earning a mere 60% in issue 37, but in making the transition to the Amiga so many improvements have been made, DI have labelled it a sequel.

The eponymous ATF, or Advanced Tactical Fighter, is shown from behind. A sprite flying over a solid 3-D landscape with sprites for enemy aircraft and 3-D for ground targets.

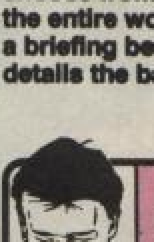
There are eight warzones to choose from, from the UK to the entire world. Once selected, a briefing before the flight details the balance of power in tanks, aircraft, etc and the known position of two or three targets. It's up to you to scout for more enemies during the mission and take them out, returning to base to re-arm afterwards. The ATF also comes with an ejector seat, moving map and missile jammers.



The old *ATF* did well on the Speccy, combining nice fast graphics with a modicum of strategy and sim details, but it's hardly a £25 product. The 3-D is unimpressive with minimal variety, while good presentation and a plethora of sim touches such as vectored thrust for tight turns look nice but add little to gameplay.

★ The ATF comes under attack from yet another MiG.





ATF II is sadly lacking variety. After completing it on skill level one relatively quickly, the absence of new features on higher skill levels put me off playing it again. The idea of reconnaissance first, followed by selected strikes after is a good one but enemy behaviour is simplistic, and tackling MiGs soon becomes repetitive. Good rock track, though.

PRESENTATION 71%
Quite good with 8 skill levels and warzones, save-to-disk high score table, demo and briefing screens.

GRAPHICS 57%
Fast 3-D, but targets are mediocre. MiGs are nicely detailed but lack variety.

SOUND 67%
Decent rock track intro, good stall/missile warning effects and a good engine tone.

HOOKABILITY 50%
At first it's fun to take out the MiGs and dodge missiles but on higher skill levels death is quick and new game ideas scarce.

LASTABILITY 46%
One basic mission but played over different backdrops doesn't offer a lot.

OVERALL 46%

A dated cross between a sim and a shoot-'em-up that doesn't quite come off due to limited gameplay.

● Activision, Amiga £24.99

DRAGON BREED

Kayus, King of Agamen, is just fifteen years old and his empire is under threat from conspirators who have freed Zambaquous, King of Darkness. To restore peace Kayus has called on Bahamoot, a huge snake-like dragon. Astride this beast he must battle through six levels, each with a horrendous monster loaded in at the end.

Kayus is armed with a fiery crossbow, and Bahamoot with fireballs which increase in strength the longer fire is held down before releasing them. Bahamoot can obtain additional weapons by collecting pods carried by special creatures. Red pods give flame breath, silver give homing dragons, blue give lightning bolts and gold give scales. The latter two allow the dragon to briefly curl into a semi-invulnerable circle. All the weapons can be upgraded three times, while the tail itself can be used to destroy enemies by slashing through them. To collect pods on the ground Kayus can dismount the dragon.



There's nothing more disastrous for a shoot-'em-up than dodgy collision detection, and *Dragon Breed* has probably the worst I've ever seen! The aliens seem to have a large invisible 'kill zone' around them while your supposedly protective tail often lets them pass through. Hence, dying is usually accompanied by cries of 'What got me?' This flaw makes the game *very* frustrating — the C64 version (reviewed last month, earning 79%) is much more playable.



The graphics are a tad garish, but also big and fast which, combined with good music, establish a good coin-op atmosphere. Basic gameplay is *R-Type* with a tail, unoriginal but initially quite addictive. Unfortunately collision detection is off by a couple of millimetres, ruining instinctive play. It's particularly maddening since those fast, big graphics so often put you in tight positions where millimetres are critical. Of course the coin-op was very tough, so fans might accept the bugs but I'd rather play something else.

PRESENTATION 62%
Three continue-plays and rapid disk access.

GRAPHICS 73%
A bit garish, but varied, large and fast.

SOUND 75%
Choice of mediocre FX or a nice soundtrack.

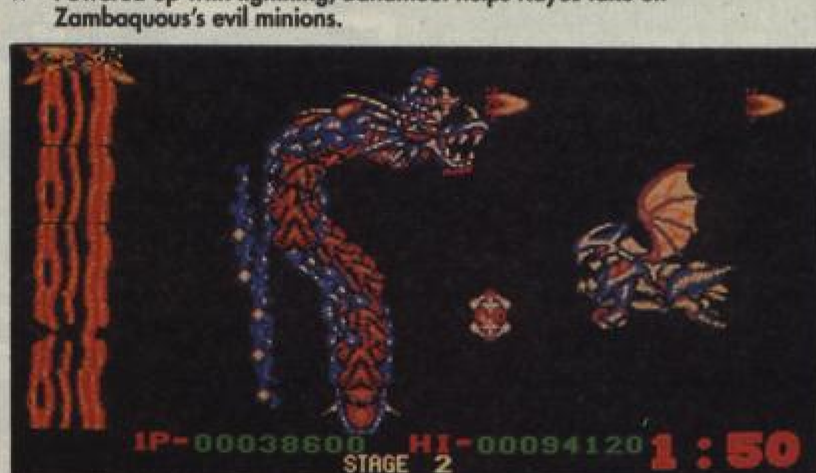
HOOKABILITY 64%
Level one is a good start with lots of space...

LASTABILITY 52%
...but later levels emphasise lousy collision detection. Variety is fine if you can accept this fault.

OVERALL 56%

A seriously flawed conversion.

★ Powered up with lightning, Bahamoot helps Kayus take on Zambaquous's evil minions.



THE PREVIEWS

GREMLIN

After the massive sales of *Lotus*, Gremlin have high hopes for a big range of new products for '91, including two unannounced film licences and the *HeroQest* board game conversion. One of the first releases will be *Switchblade II*, the sequel to an original game programmed by Core Design (now an independent software house). The new game boasts eight levels including a giant ship, cliffs and Docklands (!) with 100 screens each. There's huge end-of-level creatures, a self-mapping function, shops and a big range of weaponry including a flamethrower and homing missiles. Written specifically for the Amiga, there's full screen scrolling and 32 colours on screen.

As for the original game, at long last a C64 conversion is finally due for imminent release; let's hope the sequel doesn't take so long to convert. Also about to hit the shelves is another heavily delayed conversion, namely the overhead-view, multidirectionally scrolling race game, C64 *Super Cars*. The aim is to make as much money as possible in up to nine races.

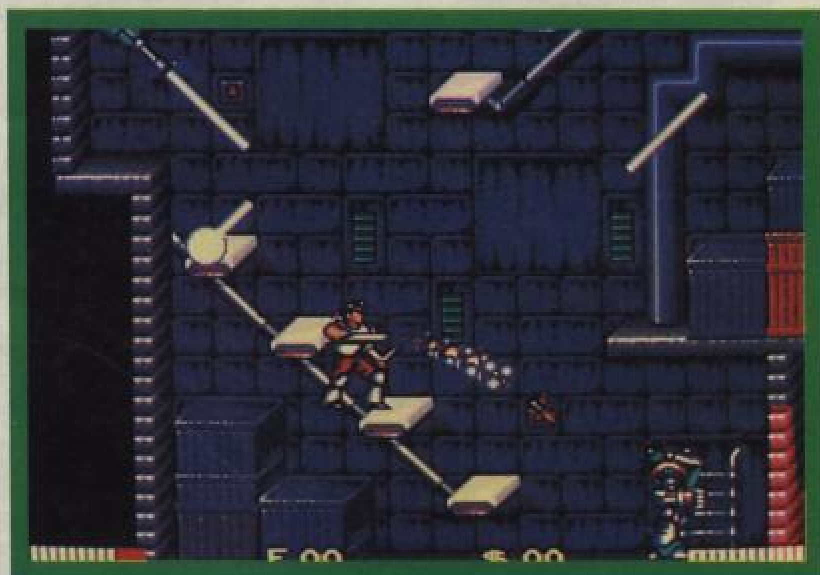
Back on the Amiga, Gremlin have high hopes for a brilliant animator, Jer Ocallo, who's worked for Sullivan Bluth and helped out on the *Teenage Mutant Ninja Turtles* cartoon. He's working on *Little Divil* which is being written for standard Amigas, though a CD-ROM version is also planned. It's likely to be Gremlin's big release for Xmas '91 and will have numerous sub-games. The only problem is the hellish plot may get it burned by American Fundamentalists! Another massive Amiga project is slightly nearer release, namely *Ramrod*. This beautiful-looking game has been on the verge of release for years, was almost cancelled a few months back, but is now actually going to hit the shelves (or so they say!).

DOMARK

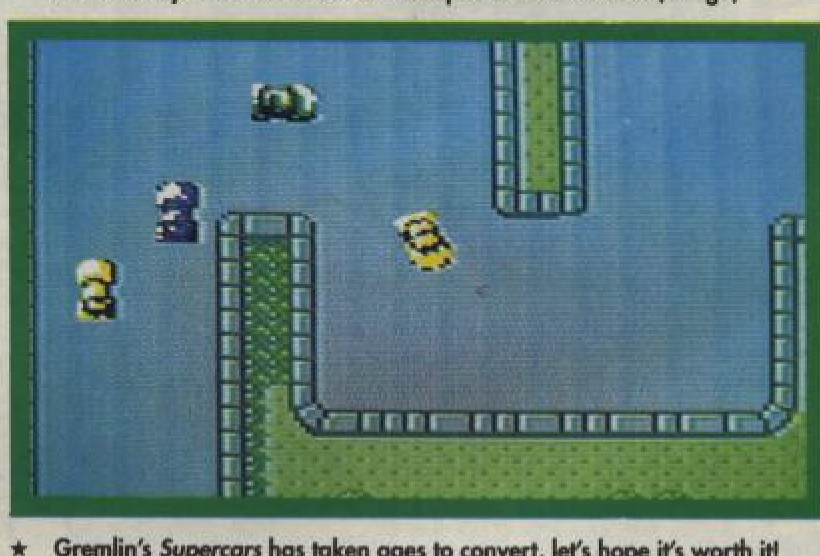
Planned for an April release, the *3-D Construction Kit* sounds like an April Fool. Developed by Freescape using their remarkable 3-D system it not only allows you to design your own 3-D environment, but features numerous special features allowing you to shrink, animate and move objects. Buildings with rooms inside them, vehicles and much more are all possible. The Kit also comes with some predefined environments to load in, a library of sound effects and an arcade adventure written using the program. You can create your own games as well, or simply just have hours of fun messing around. It's due out for both Amiga and C64, with prices to be announced soon.



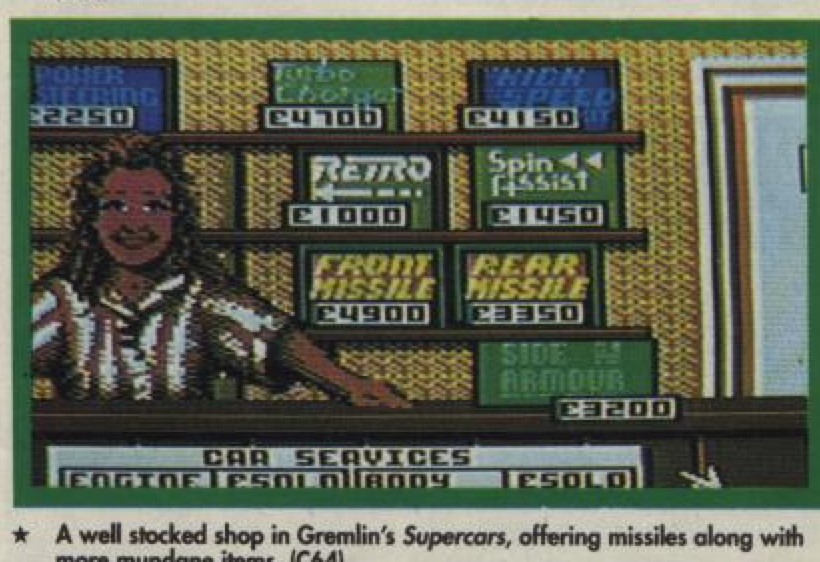
★ *Switchblade II* has been programmed in-house by Gremlin specifically for the Amiga.



★ Level one looks a bit similar to the original, but later levels will be dramatically different in Gremlin's sequel to *Switchblade*. (Amiga)



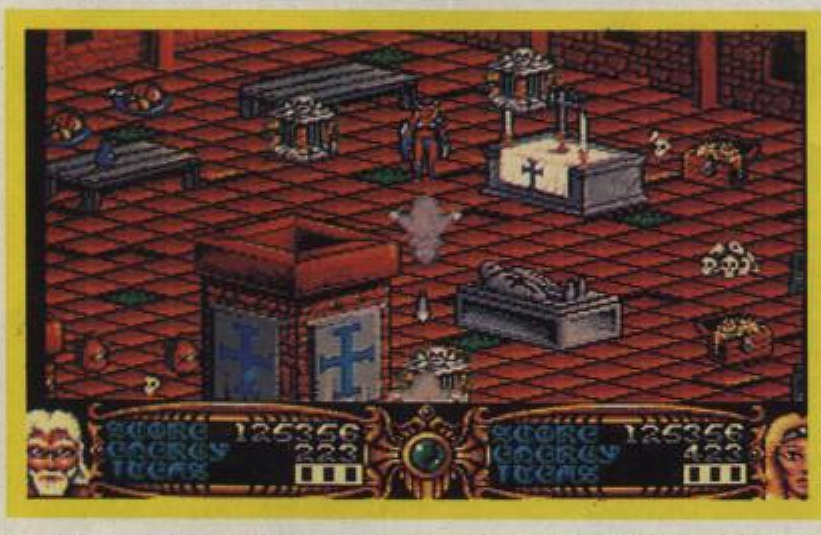
★ Gremlin's *Supercars* has taken ages to convert, let's hope it's worth it! (C64)



★ A well stocked shop in Gremlin's *Supercars*, offering missiles along with more mundane items. (C64)



★ Gremlin's massively delayed *Ramrod* is finally due for release. (Amiga only)



★ Software Creations have packed *Gauntlet 3-D* with brilliant graphical detail. (Amiga)



★ On the starting grid of *Super Monaco Grand Prix*. (Amiga)



★ Design your own Freescape games with Domark's incredible *3-D Construction Kit*, due out in April for Amiga (above) and C64.



★ One of the gorgeous intro screens where you select your character in US Gold's *Gauntlet 3-D*. (Amiga)



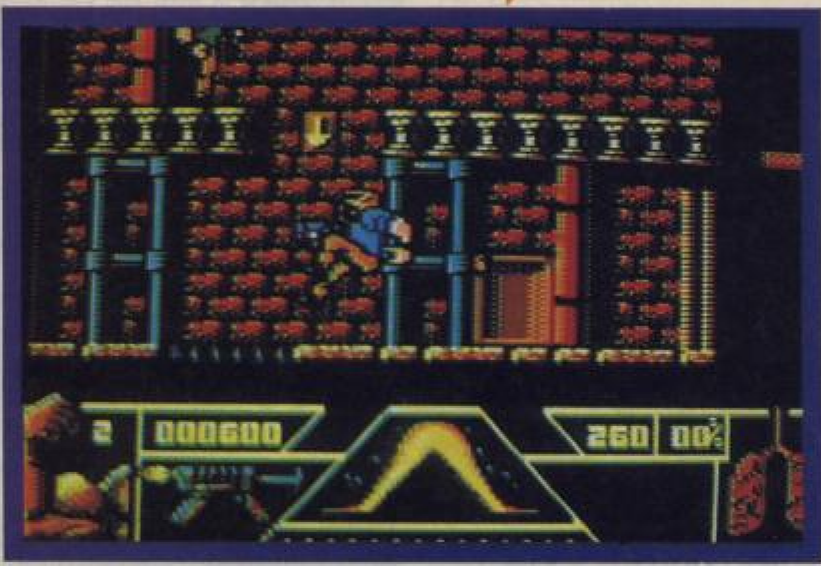
★ The Wizard and Amazon take on the ghosts for yet more bags of gold in *Gauntlet 3-D*. (Amiga)



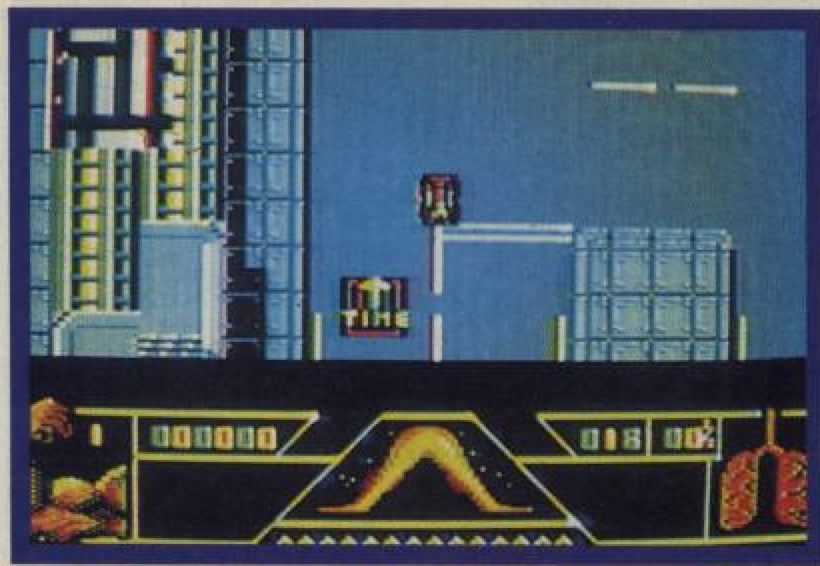
★ Sega's *Shadow Dancer* features a ninja dog to accompany our shuriken-throwing hero. Due out soon from US Gold.



★ SSI's C64 *Dragonstrike* features some great presentation screens, but what about the 3-D arcade action?



★ John Meegan's rewrite of *Total Recall* has doubled the size of the sprit on the platform levels. (C64)



★ Ocean's *Total Recall* feature two overhead chase levels, one on Earth ar one on Mars. (C64)



★ Quaid has find to several special objects, including a passport and disguise, before he can leave Earth in *Total Recall.* (C64)

DINAMIC

This Spanish software house are probably best remembered for their raunchy *Game Over* ads when they were still with Ocean. Unfortunately in their latest release, Narco Police, they're strictly on the side of law and order, with overstretched bodices nowhere in sight. Instead, the emphasis is on knocking out a Narco Processing Lab on the fortress island of Ambar. Set in 2003, the elite cops have some heavy hardware to choose from, including mini-missile launchers and teleporter units. You can control up to three squads who must battle through a vast tunn complex to plant some expl sives. The action flips between first-person 3-D perspective ar a tactical overview. There's complex automated defence sy tem to be deactivated.

The author of *Game Ove* Snatcho (!), is helping out wi the game design, but let's hop it's better than more rece releases such as *Satan* and *Aft The War*. The £24.95 Amiga ve sion should be out now, with C64 conversion following soo possibly on cartridge.



★ The island of Ambar is the target for Dinamic's *Narco Police.* (Amiga)



★ Dinamic's futuristic *Narco Police* mixes strategy and arcade action. The Amiga version should be out soon with C64 conversions to follow (including cartridge).



★ Virgin's *Viz* is being written by Probe Software. Buster Gonad and Biffer Bacon star in this stage. (C64)



★ Biffer Bacon doing what he does best, downing Newcastle Brown in Virgin's *Viz.* (C64)


Gazza II
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Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
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"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.


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An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!" (Zero Sep. 1990)
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